CHAMPIONSHIP MANAGER 3 EXPERT GUIDE / ALL THE LATEST TIPS AND CHEATS

computer and video games

+ SOUL CALIBUR DC
+ OMEGA BOOST
+ ALIENS VS PREDATOR

METROPOLIS STREET RACER

GRAN TURISMO KILLER HITS DREAMCAST

FIRST ROAD TEST

V-RALLY 2

FURIOUS FOUR-PLAYER ACTION
YOU DESIGN THE TRACKS

JUNE '99



TAMARA WANTS HIM TO THINK LONG TERM. All Keith wants is a spanking gorgeous Pot Noodle



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COMPUTER AND VIDEO GAMES #211 JUNE 1999

COMING SOON

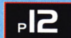
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V-RALLY 2





92 TRACKS, PLUS CREATE YOUR OWN. FOUR PLAYERS, 20 REAL-LIFE CARS, RALLY SCHOOL, AND LOADS OF MUD!









COVER STORY

METROPOLIS



INCREDIBLE RACER REVEALED! PUT YOUR EYE-STOPPERS IN!



ALIENS VS PREDATOR



SUPER-VIOLENT SCI-FI CROSSOVER BATTLE ACTION RIPS UP YOUR PC! TEARS INTO YOUR NIGHTMARES!





OMEGA BOOST



P22

PANZER DRAGOON **WITH BIG ROBOTS, COMING SOON TO PLAYSTATION.**

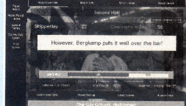


CHAMP MANAGER 3 GUIDE



FP10

WE TEACH YOU HOW TO MANAGE ARSENE WENGER UNDER THE TABLE!



PLUS FREEPLAY

AWESOME 16-PAGE FREEBIE – EXCLUSIVE TO CVG.

FRONT PAGE: Has Sega lost the plot with Dreamcast already?
HIGH SCORES: Even more massive 1080° Snowboarding scores!
TIPS: *Gex*, *Vigilante 8*, *GTA London* and not many more!
MELTING POT: Your dream games in print.

PLUS: Massive *Championship Manager 3* guide, plus loads of thrilling charts and scruffy drawings!





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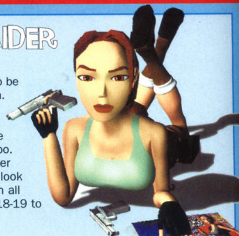
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GET ON THAT DANCING STAGE

LARA CROFT FROM THAT TOMB RAIDER



While you've been perfecting lap times on *Gran Turismo*, scoring goals in *FIFA*, helping Lara solve ancient puzzles, the way 'normal' people view games has changed a lot. Thousands more 'ordinary' guys have been checking out PlayStation, and trying their hand at *House of the Dead 2* in the arcade.

Games have continued to honour 'gamers', meanwhile more people just want to be generally entertained. Everyone knows Lara, and *FIFA*. You're not as likely to give a damn whose ass gets kicked in *Psychic Force 2012* on Dreamcast.

For this reason CVG is going to be very different, starting next month. We'll still recognise the 'gamer's games', but we'll be making it easier for everyone else to get the most from digital entertainment too.

Whoever you are, and whatever your attitude to games, the new look CVG is going to make it more fun all round. Please check out pages 18-19 to find out more.

PAUL

OUR GUARANTEE OF QUALITY

Standards that CVG believes in. Without these we're wasting your time.

USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.



KNOCKOUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.



WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.



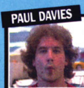
WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

PEOPLE WHO YOU WOULDN'T USUALLY ALLOW INTO YOUR LIFE INVADE YOUR VERY SOUL!!!

PAUL DAVIES



EDITOR

CURRENT FAVE GAMES:
- PSYCHIC FORCE DC
- BEATMANIA
- PUYO PUYO DC
- DANCING STAGE

Seeing Paul in real life is like smelling your first garden of roses. Finding your first ladybird.

ED LOMAS



SENIOR WRITER

CURRENT FAVE GAMES:
- HOTD 2
- NEED FOR SPEED RC
- DOOM 2
- DAYTONA USA 2

Every time Ed walks into the room we breathe a sigh of... ... happiness. Ahhh...E-e-ed...

STEVE KEY



SENIOR WRITER

CURRENT FAVE GAMES:
- ALIEN VS PREDATOR
- ISS PRO '98
- QUAKE
- KINGPIN

Can't think why we ever saw Steve Key as being anything less than a fine upstanding man.

ALEX HUHTALA

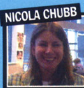


STAFF WRITER

CURRENT FAVE GAMES:
- GET BASS
- KINGPIN
- DANCING STAGE
- CHAMP MAN 3

Reason for Alex looking so cool all the time is because he is. What do you want us to do?

NICOLA CHUBB

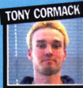


ART EDITOR

CURRENT FAVE GAMES:
- RIDGE RACER 4
- DANCING STAGE
- ISS PRO '98
- ALIEN VS PREDATOR

Especially when it's sunny weather, Nicola is so happy to be here on CVG. Everyone smiles.

TONY CORMACK



DESIGNER

CURRENT FAVE GAMES:
- GET BASS
- HOTD 2
- DANCING STAGE
- ISS PRO '98

Tony - the only man in the world who considers dance to be essential at any time of day or night.

CVG RATING SYSTEM

5 ...EXCELLENT



Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE!

4 ...VERY GOOD

Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 ...PRETTY BAD

Unlikely to be especially original or overflowing with exciting features – there are better examples available. Or a clumsy attempt at a new concept.

1 ...POOR

Almost a flatliner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.

Whatever else puts you on the spot it needn't be spots.



Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots before they start. Which means, at least it won't be that sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**

NEWS





[GAMES THAT KILL!]

A new movie based on video games culture is now on general release, from the maker of some of the coolest horror flicks. The director, David Cronenberg, is most famous for his remake of The Fly some years back. More recently he entertained us with the furthest-from-a-family-film-ever-created, Crash.



eXistenZ is Cronenberg's vision of the way people will play games in the near future. Especially how video game creators will be revered as pop stars for generations to come. The lead character is 'star designer' Allegra Geller. She has apparently invented a living console that you plug directly into your spinal cord!

Allegra Geller's hit games submerse the player 100% into her alternate worlds. Her latest, eXistenZ, looks a lot like an RPG, if you ask CVG, with the same frustrations in awkward dialogue. Difference is, of course, that you're there which makes differentiating between games and reality that much harder...

Problem a lot of you guys are going to have is getting to see eXistenZ in the local multiplex, since it carries an 18 certificate. So to cheer those of you who can only talk about eXistenZ knowingly to your mates, we have a bunch of film-related goodies to give away: CD Soundtracks, Posters, novels, stickers, and T-shirts.

Just tell us who starred in David Cronenberg's remake of The Fly, who also starred in Jurassic Park. The first ten postcards will receive all the goodies mentioned above. Address to: **PLUG ME IN BABY!** Computer and Video Games, EMAP Active Limited, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.

DREAMCAST WARMS UP

We're looking at 23 September for Dreamcast in the UK, two weeks after the US launch. But so far Sega Europe hasn't made clear whether the £199 you'll pay lets you walk away with an internet-ready system.

It will be a mistake if Sega doesn't provide the modem as standard at the very least. Practically the entire video games industry agrees that the internet will be one of Dreamcast's strongest selling points. To simply market the new system as another games console isn't enough. In fact it doesn't do the machine justice at all. That's not to say Dreamcast is short of ground breaking games. Looking on the brighter side, Sega intend to bring 30 DC titles to the UK before Christmas. At least half of which are outstanding. On day one we're promised around 10 Grade A games, to include *Virtua Fighter 3tb*, *Sega Rally 2*, *Metropolis* (p. 16), and *Sonic Adventure*. Shortly after you'll be able to pick up *House of the Dead 2* (p. 24), *Cool Boarders DC*, and (we're quite certain) Capcom's mighty *Power Stone*!

Our money is on Dreamcast being a huge success this year, but, we'll say it again, Dreamcast needs the modem as standard if Sega are going to win anyone over except the hardcore Sega fans!



Sexiest little games machine on the planet. Liquid cooled too. When it comes to the UK, the little swirl will be blue.



For proof of Dreamcast performance, check *Power Stone* from Capcom! Superb game play, and wonderous artwork make it something truly special. Put this at the top of your wants list for sure.



You get extra courses, more cars, and new game modes in *Sega Rally 2* for DC.



***House of the Dead 2*. One of the best reasons to own a console in years!!**



Purists still rate *Virtua Fighter 3tb* as the best fighting game in existence.

TEKKEN TAG FOR SUMMER

Following our exclusive story in March about a rumoured '*Tekken 3.5*', we've learned it now has a proper name. As reported by CVG in issue 208, Namco are developing an enhanced version of *Tekken* which we now know to be called *Tekken Tag*.

Tekken Tag will be released in the arcades this summer, and will feature every character from the entire *Tekken* series. You choose two characters that work as a team to wear down the opponent. If one character is getting weak, you can switch – similar to Capcom's respected 'Versus' games (see *Marvel Vs Capcom*, p. 34).

We can also exclusively reveal that *Tekken Tag* will not be running on PlayStation hardware. It will be your first hands-on with next generation PlayStation technology, or great news for Dreamcast owners in the form of a Naomi game. More, soon as there is more.



***Tekken*, running on next generation PlayStation. Maybe *Tekken Tag* will look this cool!**

SNK VS CAPCOM

More news on the game that could close the nation's high streets: *SNK Vs Capcom*! There will be three versions of the game to feature the most popular characters from Capcom (Ryu, Chun Li, Zangief, etc), and SNK (Ryo, Mai Shiranui, Iori Yagami, etc).

The first *SNK Vs Capcom* is a card game, due in summer, for Neo Geo Pocket Color. This one is expected to play like Collectible Card Games, such as *Magic: The Gathering*, and *Star Wars CCG*.

Next up, again on NGPC, will be the fighting game. So far the only star confirmed is Chun Li. You can bet that the two companies are taking great care over choices for the ultimate line-up in fighting history!

As for the highly anticipated Naomi (Dreamcast) version, the latest rumour is that it won't surface until Spring 2000. An reliable source told CVG that SNK artists are designing the look of the game, while coding is being handled by teams from both companies. This one will be hot!



COOL NEW 'COLOR' HAND-HELD

Something to get really excited about this summer: the release of Neo Geo Pocket Color. Paul brought one with him from Japan in March, and hasn't stopped playing it since. The earliest this great hand-held will go on sale is sometime in June. But no later than August, we have been assured.

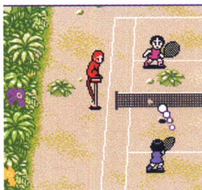
Neo Geo Pocket Color is a 16-bit system, and can display 146 colours from a palette of 4096. It has a battery life of about 40 hours – no joke we've put this to the test. But the greatest feature is that NGPC connects to Dreamcast. First game to take advantage of this will be *The King Of Fighters 99/ The King Of Fighters Round 2* (DC and NGPC respectively). You'll be able to customise fighters on your Pocket, then compete using your guy on DC. Fantastic!

Games available at launch represent the new format well. *The King Of Fighters Round 2* allows you to trade skills over the link cable. *Pocket Tennis* is very similar to *Smash Court* on PlayStation – incredible fun, eating up hours of your day before you think twice about it. Two-player *Pocket Tennis* is simply brilliant. Just recently we got to try *Puzzle Bobble Mini* for NGPC, and that's smart too.

With developers such as Capcom (*Street Fighter*, *Resident Evil*), and Taito (*Puzzle Bobble*, *Psychic Force*) on board, we're really fired up about NGPC. If the system is released at a good price, Game Boy Color could have some serious competition this summer.



There are six cool new colours to choose from. We like this one, but Carbon Black is the most popular in Japan right now.



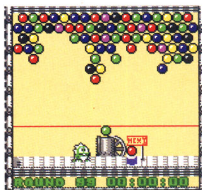


Pocket Tennis and Neo Geo Cup. Both are fun to play, and should be part of your NGPC collection. Tennis is especially addictive!





Check it out! *The King of Fighters R-2* is a great way to practice your moves on the go. It's also the first game to offer a DC mode.

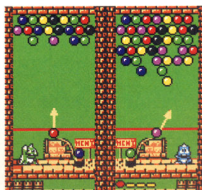


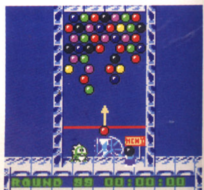






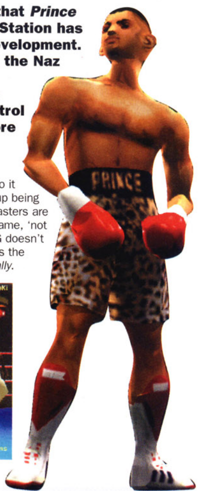
Here's how *Samurai Spirits* comes across in miniature. At the Tokyo Game Show this one went down a storm. Book yours now.





[NAZ NOWHERE IN SIGHT]

We're sorry to announce that *Prince Naseem Boxing* for PlayStation has been taken back into development. This means you won't be seeing the Naz on PlayStation until September. Reason being that Codemasters wish to improve the game's control system – more intuitive, and more realistic, while adding to the repertoire of moves.



We all know that Naz is full of surprises, so it would be a shame to play a game that ends up being predictable. It's also respectable that Codemasters are really aiming to get Naz's character into the game, 'not a generic boxer that looks like him'. Well, CVG doesn't mind waiting if *Prince Naseem Boxing* matches the standards set by *TOCA 2* and *Colin McRae Rally*.



Back to the drawing board for Naz.

[EVERYBODY'S DREAMCASTING]

A recent survey carried out by Japanese games magazine *Famitsu Weekly* has proven very positive for Sega. Games developers were asked whether they would be developing for Dreamcast and/or the next generation PlayStation.



Of the 20 who took part in the survey, only Square and ArtDink said no to Dreamcast. At the same time, only eight of the same 20 companies offered a definite 'yes' in the survey. Those remaining were either 'interested' or 'undecided'. However we know that at least two of these – Taito, and Konami – are definitely on board! Good news for DC fans though.

[MORE 64GB PAK GAMES]

No set release date for the following, sorry, but Nintendo have promised that they are coming soon! The UK is yet to benefit from more 64GB Pak games – using the device that connects GB Paks to the N64 via the controller. So far the only one available in the world is *Pocket Monster Stadium*, soon to be released in the US. The idea is that characters developed in the Game Boy version of the games can be uploaded in amazing 3D in an N64 version.

So the next games in line for this original system are *Pocket Monster Gold and Silver*, *Pocket Monster Stadium 2* – in which you can use all 151 monsters, *Mario Golf*, *Star Wars*, and *Derby Stallion* – a statistics-heavy horse racing game, that is HUGE in Japan. Could this happen here? We'll keep you posted. But don't hold your breath.

PLEASE SEND YOUR LETTERS TO:



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COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES, JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

Mailbag

WHAT THE POSTMAN SENT US THAT WASN'T A BILL OR A STEERING WHEEL!




STAR LETTER

GAME OVER... YEAH?



A machine with the potential to do this and you think the machine could fail, Adam are you sane?

Dear CVG,
With the Sega vs Sony argument starting again already, people have been saying that history is repeating itself. While I can see their point, I have to disagree, in a way. PS2 could go down the same road as the Saturn. For a start, it looks like it's going to be released at a high price, much like the Saturn. Although it's unlikely it will be quite the £500 the Saturn was. Also, there has been talk of PS2 being difficult to develop for. This was one of the Sega Saturn's main weak points and leads us to third party support. Whereas Sega now have it in abundance, because of its Windows operating system, Sony might have frozen out many developers because of the nature of the Emotion Engine. Sure, people like Namco and Square will be fine, but what of the smaller developers? That situation could be compared to that of the N64, who's limited third party support has done it no good at all. OK, I'm writing this from a biased point of view, but surely Dreamcast can't be written of yet? It has the right price, the right developers and fantastic technology. Sega aren't dead yet.
Adam Carrel, Glasgow

***CVG:* Bet you could get good odds on it though.**

SUNDAY DRIVERS

Dear CVG,
I am just writing to complain. And who better to complain to than you. I am complaining about the reviews on the three *Ridge Racers*. First of all: every Namco racing game is awful and the company's downfall is highlighted by every other racing game out. I thought you would make them sound crap, but, behold they got scores worthy of Gran Turismo. Please take some reconsideration into your shocking review of the fourth *Ridge Racer*.
Sean "Zebbedee" McCormack.

Dear CVG,
What video game producers who have made car racing games are forgetting is that a game has to be fun. For example *Gran Turismo* has amazing graphics and realism but it gets boring and repetitive after a time, but go on *V-Rally*, you have to try to keep the car on the road, therefore it is a challenge. The same for the N64. *F1 World Grand Prix* is realistic but after a while it gets a bit repetitive. But go on *Top Gear Rally*, OK so the games only got six tracks, but it's fun going full speed over a jump and crashing upside down.

Games have lost the real gameplay and fun since the Mega Drive, when you could go into a shop and find *Micro Machines* and *Super Skidmarks* and it didn't matter which one you got because they're both extremely good fun. Within one year I've had 2 N64's and a PlayStation, but still find myself playing on my Mega Drive or sadly my NES.
C. Whitworth, Wirral

***CVG:* The Gran Turismo backlash has begun!**

THE HITMAN AND HER

Dear CVG,
I was flicking through old back issues of CVG the other day when I came to page 114 of issue #174 (May '96 - the issue where the High Five was first used). There was an interview of a girl band called TSD. On closer inspection (!) I noticed one of the girls (Claire) seemed familiar. I did a little research and sure enough, this Claire from TSD and Claire from pop superstars Steps were in fact one and the same person! Obviously CVG can now claim a share of Steps' fortunes considering they kicked off the career of one of their members! What a Tragedy that will be for them. Never underestimate the power of CVG...
Michael Jackson, Birkenhead

5, 6, 7... ER? WHAT WAS IT AGAIN?

***CVG:* Wacko!**

DO THE MATH

Dear CVG,
I think it is about time that developers started to get original. There are to many of the same type of games coming out over and over again, for instance just look how many racing games are out *TOCA*, *TOCA 2*; *F1*, *F1 97*, *F1 98*; *Gran Turismo* need I go on? And look how many footy games are out *FIFA 99*, *Adidas Power Soccer*, *FIFA 98*, *World Cup 98*!! the list is endless.

If developers are so keen on bringing out so many sequels, they could at least think of better names than *TOCA 2*, what about *Virtual Racing* or anything rather than... *2*!

In my opinion racing games are all the same drive around the track for ages and beat every one else! It is so good to see developers bringing out original titles, for instance *Driver*, *Shenmue* etc.
Ben Williams, Wrexham

ARKHAM ASYLUM

Dear CVG,
You may not know just by reading this, but I am an all powerful space warrior from another planet. My real name is SWOK and I have come to save the planet from destruction. I will reveal more info as it is required.
TSWFKA... Scott Bazeley

***CVG:* Cool!**

PERCENTAGES RETURN!

Dear CVG,
I've been reading/buying CVG for over 5 years now and have been a happy reader except for the last few months.

After the departures of Tom and Jaime you did something rather unacceptable.

When you import 100% complete games, you preview them rather than review them as they're not UK versions. That's okay. But after eagerly awaiting the review of *Championship Manager 3* and to compare it to *Premier Manager*, you drew the line, as it was only 90% complete, which you gave a FULL review whilst comparing to a complete game. Isn't that wrong?

Five years down the drain. No denying it. Sort these problems out or you'll lose one of your current, oldest fans (I'm sure some others feel the same). Sweet talk your way out of this one, and don't try to convince me it was an April Fool gag.
Alan 'Dukester' Hillsden, Dagenham

***CVG:* Don't worry Alan, we didn't review an unfinished game, it's a policy of ours not to. That little 90% symbol shouldn't have been there, it was a design hiccup, and won't happen again. How sweet was that?**

IT'S BEEN EMOTIONAL

Dear CVG,
I, like everyone else (probably?) was well excited when the official specifications were released straight from the horses mouth about "PlayStation 2". It's revolutionary "Emotion Engine" which can do this that and everything else all at 55 million polygons blah blah blah is

SHORT STUFF

Dear CVG,
Thank you Sony for saving the industry, families are spending quality time with one another again, well mine are.
Leroy Shillingford, Neasden

Dear CVG,
Why on Earth is there so much hype about Dreamcast?
R. Taylor, Golcar Huddersfield

CVG: It's not available on Mars yet?

Dear CVG,
Why is *Time Crisis* a 15, *Tenchu* 18 and *Doom* 15? It's a load of b******s. Ok, maybe there's a bit of blood and gore, but get real, no one cares about age ratings anymore!
Rashed Hashemi, Streatham

CVG: You will do, you will do!

Dear CVG,
My name is Gino Gauci and I live in Gozo which is near Malta.
Gino Gauci, Gozo ...near Malta

Dear CVG,
After saving enough money for a PlayStation, a year later out comes the Dreamcast and takes all the good games.
Robert cook, Peterhead

Dear CVG,
For my birthday I asked my Dad for a PlayStation, but what did I get? A pair of football boots!
Christopher Hill, Leeds

CVG: Next time ask for a pair of football boots.

Dear CVG,
Final Fantasy, that game is crap. It's just a little man running around getting into fights.
Jake Hutchinson, Derbyshire

Dear CVG,
I bet if *Goldeneye* was about Tinky Winky throwing custard at flowers it would have got a low score wouldn't it.
Craig Hubbard, Woking

CVG: Maybe, but loads of people would have bought it.

all really amazing stuff, but there has been just one question on my mind which I'm quite concerned about.... "Will the PlayStation 2 be able to reproduce arcade perfect conversions of top 2-D games like *Marvel vs Capcom* etc, or will it fall short in the 2-D department like "PlayStation" did?" Does the "Emotion Engine" only do 3-D stuff, or is it THAT revolutionary that it will kick even Dreamcasts' ass at raw 2-D power?
Gareth Roberts, Bridgend.

CVG: Who knows what evil lurks in the hearts of men?

MO' ZELDA

Dear CVG
I've noticed something in Zelda that you may find interesting (or not). After you have completed the game and the screen goes a sort of black and white outside Zelda's castle, if you wait for about one minute 20 seconds, the ocarina will play a melody, this will happen again after the same time interval but it will be Melon singing it, the melody seems to be the one you teach to the scarecrow... spooky.

Anyway I hope you guys can sort that one out, It's got me wondering if perhaps there might just be a little more to this game yet. all the best.
Gregor, via e-mail

STANDARD BEARER

Dear CVG,
I agree that the *Tekken 3* ad was a humourous and perfectly acceptable promotion attempt, and the Advertising Standards Authority was wrong to impose Poster pre-vetting on them. If it's alright in Tom and Jerry cartoons, it's alright in an ad, even though it's a little more explicit and realistic. I think that Nintendo's "Willst thou get the girl... or play like one?" *Zelda 64* slogan was a little unfair and offending to the opposite sex, though, and, again, the ASA was wrong. The ASA is getting a little harsh and soft at the same time! Weird or what?!? Again, Sony's letter was, in my opinion, perfectly okay and the ASA should have let them off. Awesome game or not, *Zelda 64*'s slogan is unacceptable, the *Tekken 3* ad's okay, and Sony's promotional letter is a little too like a medical notification letter. End of story!
Stephen Kavanagh, via e-mail

THIS IS HARDCORE

Dear CVG,
Due to game saves and the almost total extinction of platform and shoot em ups, I used to think that games had got a lot easier and gaming had become more of a casual thing than the hardcore experience I used to enjoy. Then I went back and played some classic old games on my banged up old consoles. I couldn't believe how easy they were, games I'd poured my life and soul into a few years ago, and I was cruising through them in little more than 45 minutes!! There is no doubt that there are very easy games on the newer consoles, but go back to your old games collection and you'll realise just how much playability you can get out of today's games. Meanwhile I think it's great that old games are getting remakes (*R-Types* for example: thank you, thank you, thank you!) and I think it's great that such fantastic new games are coming on the market such as *Street Fighter Alpha 3* (I can't wait) which I know I wil go back to again and again. So thank you Capcom, Namco and all the other developers who have made games worth playing again.
Cris Taylor, via e-mail

SERIOUS RESERVATIONS

Dear CVG,
I feel that while the hardware of Dreamcast is as good as we can hope for, all the talk of giving the consumer what they want has yet to be fulfilled. *VF3tb* has been rushed a bit, and if Sega Rally 2 isn't perfect they will have shot themselves in the foot. When Rally 2 comes out over here, if it doesn't have 20 plus quality tracks then it will be down to laziness.

Sega can't afford to put out stop-gaps, they must produce quality games with depth and lifespan straight away. Quality extras are expected of conversions now, the game has moved on.

The third party support looks good in terms of quality, but there will probably be a lot of tat in there with the good stuff, if the PlayStation scene is anything to go by. More is needed to make people buy a new console. Shenmue looks like it has that potential, look what Zelda has done for N64, so far it is just potential though. If they pull it off, with vision and originality, Sega could move the game on again.
Alastair Minty, Aberdeen

MEDAL OF HONOUR

Dear CVG,
OK, so I'm not the most brilliant gamer in the World – I admit it. I can't actually knock-off a couple of levels of *Tomb Raider 3* before tea-time without cheats – the way some claim they can (though I wonder sometimes...), maybe it's because I'm a forty-something female and I shouldn't even be near a PlayStation. But I love it, except for one thing – why are the endings of games such a big let down?

What I mean is, when you've spent nights, weeks battling through all the fiendishly intricate levels, some of them obviously designed by sadistic torture-mongers that could teach Torquemada a thing or two; when you've run yourself ragged collecting enough lethal weaponry to mount a full-scale attack on the next uppity Arab state that threatens to mess with the price of oil – why is it that time after time, when you've blasted the final mega-monster into kingdom come and you've at long last finished the game, all you get is a micro second's flash of 'Congratulations, you've saved the Universe' or the like, over some boring still lifted from the game you've just bested, followed by nothing more stirring than a million years' worth of credits?

This is not what I want. I want fireworks and explosions and ticker-tape parades. I want extra-special, DECENT LENGTH animated sequences that'll leave me with a lovely warm glow of 'yeah they really appreciated me clearing up the Solar System there' – instead of the damp squib feeling of anticlimax and ingratitude you get from most games.

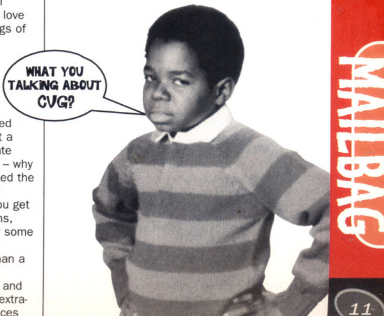
Look, I've just saved the entire galaxy, I've devoted whole evenings when I could have been watching Coronation Street, and I think I deserve something in return. Maybe it's just that I don't much like to finish a game only to get what feels like a kick in the pants and an unspoken 'OK, that's enough of that, you've had your fun, now go out and buy the next one sucker'. I admit not every game's so stingy, but the vast majority are guilty as charged – and I want more!
Janet Prior, Cornwall

CVG: How about not being able to skip the end credits, having to wait five minutes, or hitting the reset button? That's another classic gaming gripe.

FLATBEAT

Dear CVG,
Sony has a lot to answer for, due to advertising the PlayStation as a cool image enhancing piece of equipment, not only have they introduced millions of 20 year old some things who just buy games because they have good graphics. Not only is it stupid to do this, but they have killed off 2D games, like the 2D fighting genre.

Don't get me wrong I too was amazed when I saw *Mario* and *Zelda* in 3D, but it doesn't mean 2D games can't be as impressive. My friends who actually know something about games, just laugh when I tell them I spent £40 to £50 quid on a 2D beat 'em up. I even bought a Saturn recently so I could play them, having being starved of any decent 2D fighting games on my N64. Just remember when all anyone wanted was *Street Fighter 2* on the SNES. At the right time 3D can look fantastic *FF7* and *Zelda* being prime examples, but 2D still has its place in the games of the future.
Joe Pitchford, Lichfield





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As *V-Rally 2* nears the finish line in terms of completion, we are treated to a first look at Infogrames' much anticipated racer.

V-RALLY 2 CHAMPIONSHIP EDITION

In the midst of the British public's insatiable appetite for all things driving, *V-Rally 2* comes roaring out of the pack as one of the big summer releases. The original was a huge success and has already graced the top of the multiformat and platinum charts. So the sequel has a lot to live up to. Initial reactions are positive. It certainly looks a lot better, but that is only to be expected these days and has a few excellent new game modes – full details of which are outlined elsewhere in this feature. Expect a full review next month, when we'll see whether *Colin McRae Rally* will be dethroned.

ONE BUMP OR TWO?

One of the major new features this sequel is the incredibly easy to use Track Editor. In theory, this gives you an unlimited amount of tracks and also adds a hell of a lot to the longevity of the game. Take a look at our simple five step guide to see how quickly the track can be created.

1) First things first you need to make the track. You have a set number of blocks you can lay to make the circuit, so make sure you don't go over the top. Select the Bulldozer icon and hit X to lay track and left and right to change direction.

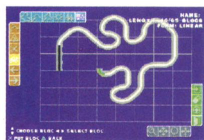
2) Once you've looped the track together to form a complete circuit, you then need can change the gradient of some of the slopes. Highlight the elevations button use left and right on the pad to alter the height of the track sections.

3) The track is basically done at this point, but you can still do into greater depth to customise the circuit further. There are icons that let you change circuit location and add scenery, some of which is completely unique to the track editor mode.

4) Once you think you've got everything you want you can then test it out or save it onto memory card and race with it. You can store 250 tracks on a single memory card and can edit saved tracks if you come back to them at a later date.

5) Now you race on it! The track you've created can be used just for you to potter about in, as one of the tracks in the single player mode or in the multi player mode if you fancy it.





The track can be either looped or linear depending on your fancies. This track took all of a minute to cobble together.

ON THE OUTS

Once the four-player mode is in full effect the screen gets pretty crowded. The game compensates for this by adding a new view (which you can also use in one player mode) as well as a couple of other flashy camera angles. However, although these provided us with opportunities for nice screenshots they are pretty useless for helping negotiate those tricky hairpin corners.

INTERNAL



Your name appears on the...

BONNET



...number plates in the game.

STANDARD



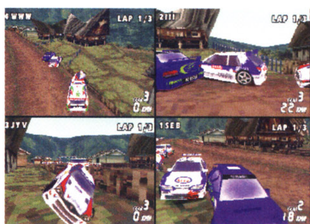
Dirt will stick to the cars...

TWO'S COMPANY, FOUR'S A RIOT

A four player mode on a PlayStation game is not uncommon, but split screen is. The programmers have been working tirelessly to ensure that the four player experience is the same as you'd get on a Nintendo game. It's going to be heavily promoted with the multi-tap too, so expect some sort of deal involving the two.

One of the main ways they've managed to keep the speed of the game up to a maximum is by losing some of the graphical detail on the cars. In one player you'll notice how the windows of the car are see through and slightly reflective, but in four player they do neither. Also, lots of the trackside detail has gone. You don't really notice this as you're racing as the windows are quite small anyway and you're concentrating to much on what the other drivers are up to. Even at this early stage, this mode works very well and serves as an excellent addition to the main game. And don't forget to use your custom tracks too.



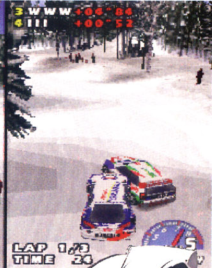






The co-pilots have animations now. When you accelerate they'll be slightly pinned back into their chairs. Likewise, when you brake, they'll jolt forward. There are male and female co-pilots too.



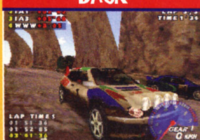


SIDE



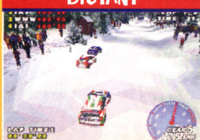
...like this! Lovely effects.

BACK



Not the best for driving under.

DISTANT



Snow is difficult to race on.

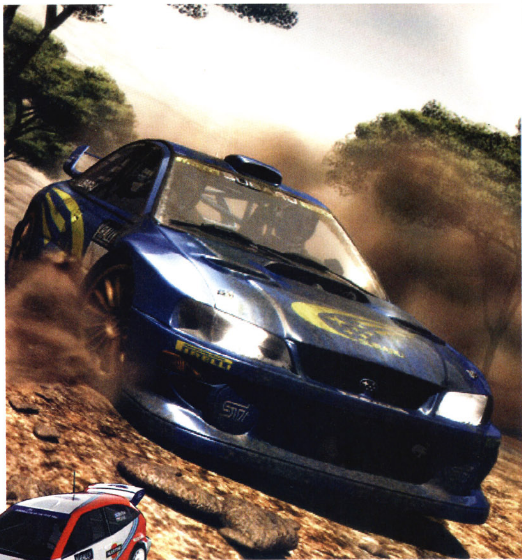


Choose between horizontal and vertical two player split screen. The former of the two is definitely better – at least you can see into the distance like this.

OF CORSICA-N

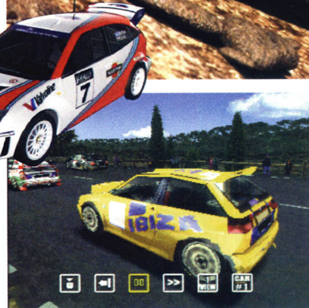
With each new driving game that enters the market you can pretty much bet that a new boundary will be broken. Whether it was more cars with *Ridge Racer Type 4*, or greater levels of realism with *Colin McRae*, both added a little extra. *V-Rally 2* manages to do this with the most amount of pre-defined tracks we can remember in one game – a mammoth 92! Most of these are obviously not selectable from the start as you have to prove yourself by beating the first set of courses before you can hope to progress onto the tougher circuits. There are a variety of game modes which you can attempt to finish to open up new secrets. The Rally mode is the closest you'll get to real life in terms of the tracks raced on and the difficulty. Championship mode is similar but with more courses and Arcade mode is a much more fun version and you can select your tracks too.

The time trial option speaks for itself, and the final choice happens to be a battle mode for the multiplayers – it's not smashing up your cars, it's a major head-to-head competition.











You'll find that the game is a lot more forgiving when it looks like you going to lose control and stack it. With careful driving it's possible to get the car back on four wheels. Unlike this picture.

STUCK BEHIND THE LEARNER

New options just keep on coming. You can take your first car, or any new ones that you win later on in the game, to the Rally School for a try out. This doesn't work in the same way as the *Colin McRae* school, with a co-pilot giving you instructions as you drive. This time there is a path running through the best racing lines on the track. When the track turns red you should brake, for example. It's a way to ease you into the new handling attributes of each new vehicle so you stand some slim chance in the races.



The Seat Ibiza is one of 20 official cars in the game. Others include a Renault 5 GT Turbo and an enhanced rally version of a Micra!

SUPER SKIDMARKS

One of the major criticisms of the original game was the way the cars handled. It was like you were using a remote controlled car on ice before and this was something that, even the programmers concede, was well off the mark. This time professional drivers have been drafted in to ensure a much more realistic feel and, again, this is something you can tell even at this early stage. Power sliding around and through bends is now much more the norm and when you clip a small mound or ledge and the car looks as though it's going to topple, the game is far more lenient in letting you get control of the car back.







The two player mode can get pretty hectic. Pile ups are common if you get sandwiched in like this.

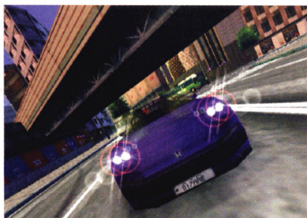




The ghost car appears after you've completed one lap in the time trial. It basically replays your lap to give you a little competition and have something to beat.

THE REAL DEAL

Next month is judgement day for *V-Rally 2*. With some other huge titles scheduled for release around the same time, it's going to have to come up with the goods to keep its grip.





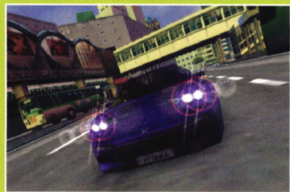
Real cars, burning up actual streets of San Francisco, London, and Tokyo. And, yes, these are genuine screenshots.

MSR
METROPOLIS STREET RACER

It's the easiest label to slap on a video game, the term 'realistic'. It can be interpreted so many ways. Now here's something so close to a carbon copy of reality, it's scary. Short of building every last car and building from individually modelled components *Metropolis Street Racer* on Dreamcast is as real as it gets in a game. The cars aren't just close representations of the real thing they practically are the real thing. The cities aren't 'based on', they ARE Tokyo, San Francisco, and London. It has taken the power of Dreamcast to bring near-as-damn-it reality to our homes for the very first time. You cannot doubt Dreamcast now, or the talent working for it.

PHYSICS CAN BRING FUN

The depth of gameplay in *MSR* owes everything to the reality of the physics at work. Every wheel on the car has its own weight, and dedicated suspension, based on manufacturers' specifications. Even the tires can affect a car's performance, not just in terms of wet or slick, but right down to grooves in the tread. This has been a real work of l-o-v-e for *MSR*'s lead programmer.





The headlights cast a glow onto the road.



Solar flare is a out. Lens flare is in. Yeah!



TRIAL BY TYRE

There are over 20 cars from licensed manufacturers in *MSR*. These include Mercedes, TVR, Alpha Romeo, Toyota, Mazda, Honda, Peugeot, Renault, Ford, Mitsubishi, and Rover. Bizarre have also been working close with newcomer, Jensen.

So far we've only seen models of a Fiat Barchetta, Renault Spider, and Honda MSX. These are constructed from over 1000 polygons each, with detail so intense you can even see the brake callipers. They also have a separate model that encases the physical one, to reflect the light accurately. So you'll see the kind of effects in *Gran Turismo*, except this time they're not fake.



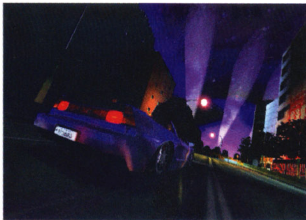
See how intense the scenery is! The amazing thing is that 'Tokyo' isn't wallpaper made to look like a city, it's all recreated as 3D models.



So far we can only confirm that races take place during the day OR at night. We're not sure if the sun goes down while you drive.

ON LOCATION

To make the cities look so realistic in *Metropolis Street Racer* the team responsible for Formula One on PlayStation, Bizarre Creations, visited all three to take photos, film video footage, and generally live and breathe the places for a while. They must have gooey eyes and sore fingers too, since they have a total of 32,000 photos, and over 40 hours of video to work with! That's some detail.

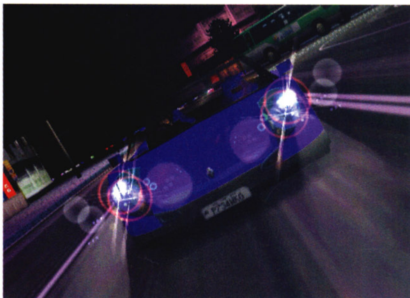








We've been to Tokyo, and we've walked here. It's exactly the same!



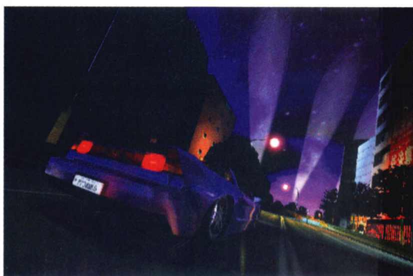
You can see drivers rock to and fro in the seat as the car takes corners. A convertible would look weird without a driver, let's face it.

WHERE'S TOWER RECORDS?

The game takes you to the most popular district of its three featured cities – places you'd visit if you were lucky enough. There's Fisherman's Wharf in San Francisco, Shibuya in Tokyo, and Whitehall in London (Trafalgar Square!). What you see is accurate polygon models of the streets and buildings, with the photographic material applied as textures. Street layout is accurate too, based on topographical information provided by city officials, and A-Z type maps. Bizarre are even including the waterfront bridge in San Fran, which has only recently been built.



We've never seen anything so lifelike in a game before *MSR*.

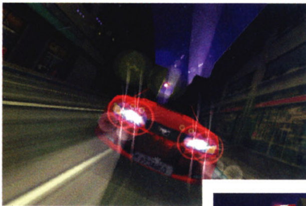


Just up here is Tower Records if we remember rightly. Wicked.

VIBES

What you hear is good as what you see in *MSR*. The sound effects are recorded from the actual cars used in the game, and true-to-life acoustics are applied to the virtual cities. So when your MSX rockets beneath the train-bridge in Shibuya, you hear the echoes bouncing around you. As you pass other cars, you hear the engine noise change tone in relation to distance and speed.

Of equal class is the game soundtrack, with music direction from long-term Sega virtuoso Richard Jacques. Look forward to cool Drum and Bass, Intelligent Jungle, Garage, even a shot of Rhythm and Blues served neat. But the highlight will be the Jazz tracks that Jacques has overseen. Man, you will dig these tunes.





TRIBES

Apart from the immediate pleasure of taking these cars to the road, the reason you're driving so skillfully is to impress gang leaders. This is the long-term challenge, where you must learn to handle your car properly. However you also get the option to go mental in an 'arcade' mode, which reduces the difficulty. There's nothing more to add at this stage, since Bizarre Creations are keeping a lot of details secret. More, soon as we know.

Three months time it could be you driving this car. YES YOU!

COLD START

You have only four issues of CVG standing between you and this mighty game. *Metropolis Street Racer* will launch with Dreamcast on 9 September in the UK. This will be the game to sell Dreamcast, no one will want to be without it!



NEXT MONTH SOMETHING EXCITING IS COMING...

We have been working away behind the scenes to bring you an even better mag. Next month, you'll find it's thicker, looks better and has even more of the games you love to play

HERE ARE A FEW THINGS WE PROMISE ABOUT WHAT WE'VE DONE TO IMPROVE IT

BIGGER

There'll be more pages with more colour, which means we can cram in even more fun and excitment. Plus, you'll have the best reviews we've become famous for, on the games you want

BETTER

The mag will have a sharper look. It'll be brighter, have more information in it, and we're sure you'll find it easier to use

VALUE

If you think there must be a catch, there isn't. The mag will still be £1.50, and we're just as ethusiastic about games as we've always been.

computer and video games

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To celebrate the improvements, we've come up with something extra special. Want to know what it is? Turn over the page to find out.


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We are giving away a brand new Dreamcast console, £500 of HMV vouchers, plus a Dreamcast game every month for the next year at the Computer and Video Games Millennium Challenge









PLAY METROPOLIS FIRST

Also, you can play Metropolis, the amazing racing game where you blast through London streets at 200mph, before it's even in the shops. Everyone else will have to wait till later in the year.

Come along to the Challenge and play it for yourself; there's no charge, no pressure, all you've got to do is turn up when you want.

AT THE CHALLENGE

You'll take control of your car and race against another player - which could be your mate - and the winner gets some cool Dreamcast goodies. If you turn out to be the fastest person of the whole day, you'll get a place in the Grand Final in London (we'll pay for your travel to get there), a free Dreamcast game and a subscription to Computer and Video Games. At the Final there will be a play-off and you could win that £500 of HMV vouchers, Dreamcast console and games.

THAT'S ME ON TV

rapture

Rapture TV will be covering the Challenge for their weekly cable show, Gamers. So you could be lucky and get on TV.

WHEN AND WHERE

At HMV stores all over the country, each event will run all day so turn up when it suits you and play Dreamcast for yourself

The Computer and Video Games Millennium Challenge dates are:

London	HMV, 150 Oxford Street	12 June
Leicester	HMV, 9-17 High Street	19 June
Birmingham	HMV, 38 High Street	19 June
Liverpool	HMV, 22-36 Church St	10 July
Manchester	HMV, 90-100 Market Street	10 July
Leeds	HMV, 1 Victoria Walk, Headrow Centre	17 July
Aberdeen	HMV, 11-12 Union Bridge	31 July
Glasgow	HMV, Unit 5-6 Lewis's Building, Argyle St	31 July
Gateshead	HMV, Cameron Walk, Metro Centre	7 August
Newcastle	HMV, 56 Northumberland Street	7 August
Southampton	HMV, 56-58 Above Bar Street	14 August
Bluewater	HMV, Upper Rose Gallery	14 August
Oxford	HMV 43-46 Cornmarket Street	21 August
Kingston	HMV, Bentalls Centre,	21 August
The Grand Final	HMV, Trocadero Centre, Coventry Street London	2 October





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One of the best-ever games on console, shoot-'em up *Panzer Dragoon* for Sega Saturn, is soon to be paid big respect.

OMEGA BOOST

Good blasters are getting hard to find. However a division of Sony's Polyphony Digital team (*Gran Turismo*) has succeeded in reinventing this style of game, borrowing aspects from the best then enhancing this power-based mix.

In *Omega Boost* there are influences from worthy shoot-'em-ups *Darius* and *Panzer Dragoon*, as well as Japanese comic-book classics Macross and Gundam. Its presentation easily ranks among the best we've encountered on. But, especially for a PlayStation game, the control system is the bravest in a long, long while.

WOW AND ENOUGH WOW!

One of the chief goals for the *Omega Boost* team was to create a universe to rival Gundam and Macross. To this end the design, and its execution has been worked to the highest standards. Each character is presented with surprising detail, and the entire *Omega Boost* 'cast' is consistent as a whole. This is a perfectly realised concept that could easily translate into popular comic books or animation. Somebody do it!



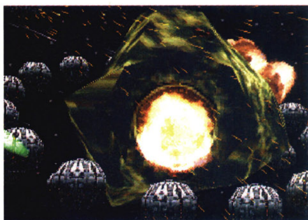
Looks like a scene from Aliens or something, right! When you've destroyed something in *Omega Boost* you know about it!



Movie-style sequences like these are typical of the kind of fix you find yourself in. Down the Delta Wing!



The tiny character at the right of the shot is YOU! And, you guessed it, the giant thing is the enemy!



You need to circle the alien mothership to find its weak spot. The satellites cause problems too.



Watching your performance in Replay Mode is just like watching a wicked animation movie. The special effects and direction



Homing lasers pick out all the tiny targets, so you can concentrate on dodging the flack!

ENOUGH SAVING THE PLANET!

Omega Boost is the name given to a prototype robot-suit, worn by the hero on his mission to save the world. It's that straightforward. Such a cool name though. Overall there are a basic nine zones to battle through, with locations ranging from moon-surface battles, through cityscapes, and into space. All look stunning – from the particle effects through to the biggest alien structure. Geiger eat your heart out – the design on these things is something else! If you're a skill pilot, however, there are 10 Bonus Zones to access where your skills will be tested to the max! Only once you have survived all these can you call yourself an ace pilot.

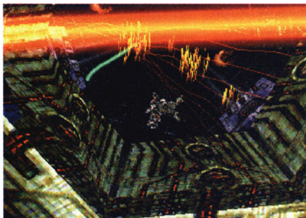


You can pilot Omega Boost from inside the cockpit too.


Not all stages are set in space, against a dark backdrop. This battle takes place in the dawn sky!


Enemies you meet in outerspace tend to be the coolest of the lot. Think you can beat this?





GET YOUR FINGERS AROUND THIS!

Mastering *Omega Boost* requires dedication. The robot suit has full range of movement, and you're expected to out-maneuver enemies who often exceed your capabilities. Basic 360 movement works on a flat XY axis. However this must be combined with movement through a 3D field using shoulder-mounted boosters. Targeting the enemy also takes practice – single shots do more damage, but a maximum of six 'lock on' missiles offer a safer, but less Gung-Ho, alternative.


You need full 360° range of movement to survive THIS!

BLOW YOUR PLAYSTATION!

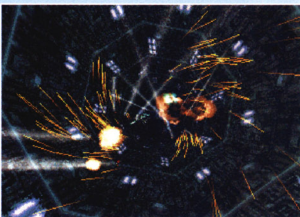
After each mission is complete, which takes quarter of an hour and upwards, you can watch the whole thing in replay mode – kind of like Gran Turismo. Skilled *Omega Boost* pilots not only gain access to the bonus stages mentioned above, but are awarded a Super Weapon in addition to the standard Valken and Homing Missiles. This makes life slightly easier.



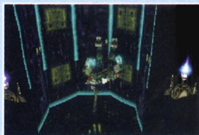





Look at all the missiles you have to dodge!


By the way, did we tell you this game is hectic?




A fantastic new sci-fi universe coming soon to your PlayStation!


All robot fans check the design on this. A lot of borrowed ideas, but handled with flair.


Sorry, we can't remember what the heck is going on here – it's just an awesome screenshot!

THE ULTIMATE PLAYSTATION BLAST

We expect to bring you an in-depth review of *Omega Boost* next issue, so you'll learn even more cool details on this awesome game.





GUN GAME | BY AM1 | SEPT RELEASE | 1-2 PLAYERS

- ARCADE AND IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY SEGA TEL 0181 996 4613

Save yourself pocketfuls of pound coins by owning a £10,000+ arcade hit on Dreamcast later this year!

THE HOUSE OF THE DEAD 2™



©Sega 1999

As one of the biggest games in arcades all around the world at the moment, *House Of The Dead 2* is a real hot property on Dreamcast. We showed you briefly last month that the conversion is practically spot-on, not all that surprising considering that the arcade game runs on Sega's Dreamcast-based Naomi system. This month we'll show you a bit more of the game, explaining some of the new features created especially for the home version. This is going to be one of the first titles released on Dreamcast when the system becomes available in the UK in September, so you'd better start saving up straight away.

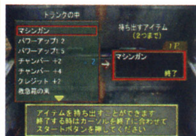


The dudes carrying chainsaws are particularly tough. They run straight at you, and will keep on attacking even with most of their head blown off! Hit them hard and fast to finish them off quickly.

PHASERS TO STUN

The Dreamcast Light Gun will be released at the same time as *House Of The Dead 2*, most probably in a special package with the game as in Japan. It's an unusual design and is smaller than many light guns already available, even though it has space for a Visual Memory unit as well as a D-pad, B button and Start button to be used by your thumb. Although it doesn't look much like a real gun, everything works well and the D-pad gives designers lots of scope for new styles of game.

Although the *House Of The Dead 2* is only complete with the Light Gun, it still plays surprisingly well with the standard Dreamcast joypad.





Using the D-pad, menus are no problem (if you can read Japanese).

THE EXPLORATION GAME

You might think that there's nothing to *House Of The Dead 2* other than shooting the brains out of everything you come across. While it is possible to play the game like that, there's certainly a lot more to do – rescuing civilians and finding alternate routes through each level is what makes it so much fun to keep coming back to.

If you spot somebody in trouble, do your best to save them – not only do you get bonus points at the end of the level if you rescue enough, but they'll often show you alternate routes or hand out goodies!

KEY

You failure! (red arrow)

You hero! (green arrow)



The first route point in the game. An innocent human being chased by an evil zombie – be quick and be accurate!



Too late – she's dead meat!



More marauding zombies!



Save the girl, then try to rescue her friend as well.



If you're good enough you're shown an alternate route.

ORIGINAL MODE

Especially for the Dreamcast version of the game, an all-new Original Mode has been added. While it's mostly the same as Arcade Mode, it's tougher because you can't give yourself loads of extra lives and continues from the start of the game. Instead you must find items hidden around the stages, adding them to your Visual Memory unit as you go. The next time you play you get to use up to three of these items at once – some are useful (extra continues, more power, etc), some bizarre.



Save the car driver at the start of Stage 2 then look in this van to find some exciting goodies.



One of the more ridiculous Original Mode pick-ups – *Get Bass!* fishing lures instead of bullets!









If you're quick with the gun you can make a real mess of zombies!

BOSS CATS

At the end of each level you meet a giant boss creature which has to be beaten if you want to move on. There are two slightly different versions of each boss – taking certain routes through the previous level determines which one you'll meet. After you've gone through the whole game once you'll be able to play Boss Mode and have a go at beating all of them as quickly as possible.



This automaton is too well-armoured for you to simply blow him away.



The five-headed hydra must be beaten in two stages.

WHY WON'T YOU JUST DIE?

Best thing about being a zombie is that you're already dead so you don't feel any pain. *House Of The Dead 2*'s beasties will keep on coming for you even with bits of their arms, legs, chests, even heads blown clean off! Don't assume that you've finished something off just because you've shot it 10 times – keep blasting away until hear the satisfying "Pop!" of a head splitting into tiny pieces just to make sure!



Splitting headache? Ha ha!



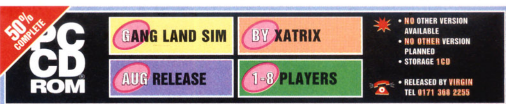


Get these freaks off your face before they claw your eyes out!

BACK FOR THE DEAD

Sega have confirmed that *House Of The Dead 2* will be one of the first UK Dreamcast games to be released, and we reckon it could do big things (especially if it comes out at Halloween). As soon as we play a British version we'll let you know how the translation is coming along.





If hip hop, popping caps and generally being 'down' in the slums are your kind of thing *Kingpin* is a gateway into that life.

KINGPIN

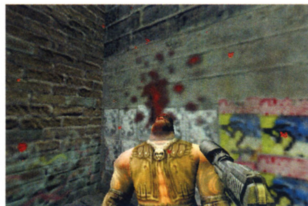
Pushing back the boundaries of taste is always risky in the game business, especially with the eagle eyed classification boards scrutinising everything that doesn't have teddy bears or Mario in it. But when you take those boundaries and shove them in places that aren't normally exposed to the sun, you're almost guaranteed to have a game that makes the games mags laugh and the newspapers scream. *Kingpin* is definitely one of those games. It has swearing, blood and violence a plenty. Beating people to a pulp with a crowbar is the least of your troubles when you could get decapitated by a shotgun blast. And Cypress Hill provide the perfect background music.

F*** THAT MOTHER F****R

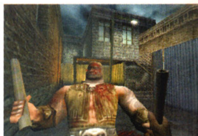
Conversation, believe it or not, is vital in your quest to act out revenge on the gang who beat you up and left you to rot. Walk up to any person and hit Y and you'll start out on a friendly conversation with them. This usually gets you small nuggets of info or some other tips, like weapons you should have. However, you can orchestrate another type of conversation. When you speak to someone, a head appears at the bottom of the screen. If it's blue, they're friendly and won't attack. If it's red from the start one of you is going to die. To wind someone up, press X and you'll give them a mouthful of four letter abuse and a fight will start.

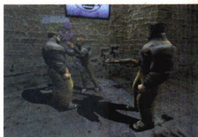






One well placed shot to the head and you get a wall covered in blood and a dead tough guy.





Wait and see how disputes are settled before getting involved.



If the enemy is unarmed, they'll run when you pull your gun out.

CROWBAR FOR A DOLLAR

The weapons you pick up along your journey through the 'hood is quite varied but all with the same outcome. A bloody death. You start with just a metal pole but after a couple of kills with that (search peoples bodies for extra cash) you can buy a crowbar from a fat bloke hanging around on the street corner. Pawn-O-Matic is the local gun shop that also houses some true beasts. Everything from a shotgun to grenade launcher to flamethrower is up for sale, and he'll even trade for other items. Carnage beckons!







BOYZ IN THE HOOD

We've only had an hour long demo of *Kingpin* to play, but needless to say it's already whetted our appetites for more of the same. We should be able to bring you an update next month.

PlayStation



60% COMPLETE

PlayStation™

MOTOR RACING

BY POLYPHONY DIGITAL

SEP RELEASE

1-2 PLAYERS

- PREQUEL AVAILABLE ON PLATINUM
- PLAYSTATION 2 VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY SONY TEL 0171 447 1600

Improve what everyone thinks is perfect. Impossible! Yes, but *Gran Turismo* seemed too good to be true in the first place!

GRAN TURISMO 2

Think yourself lucky that the guys responsible for *Gran Turismo* are nuts about cars. They're so nuts about them that they intend to keep making new versions of *Gran Turismo* until someone orders them to stop. Which isn't going to happen soon. So here's the first astonishing sequel. We don't imagine that motor racing can get any better than this on PlayStation. So until next generation *Gran Turismo*, this will define the scene once again. Or we'll eat our pants.

COUNT THOSE CARS!

With 400 cars planned for *GT2*, you're sure to find a favourite. Since the original's success, Europe has been honoured by the inclusion of Lancia, Peugeot, TVR, Citroen, VW, and Rover. You'll be able to throw a Mini Clubman around for fun, take a Lancia to its limits. The new VW Beetle is also here to satisfy anyone desperate to take one for a spin. From the US it's great to see Ford in *GT2*, also Nippon newcomer Lexus.







The handling is hyper realistic, and the cars look even sexier!





YOU WON'T RECOGNISE HER

This new baby takes you to more places, and in greater style than ever before. Picture circuits based in exotic locations ranging from Tahiti to Rome. Oh yes. Grunge capital of the world, Seattle, also features – this place with its bridges and roller coaster street style ought to be amazing. *GT* is improved under the bonnet too, with a more refined graphics engine and enhanced realism in the physics. To give you some idea of how impressive the tech-specs of *GT2* are, *GT* on the next PlayStation will use the same routines!







***GT2* uses the Jog-Con – Namco's specialist controller with a force-feedback 'steering wheel'.**

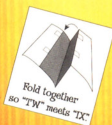


DRIVE ANYTHING ANYWHERE

You will have the freedom to take any car you can afford onto any road surface you choose. Incinerate the engine of an old Skyline on a drag strip (if you like!), or take matters more seriously by fine-tuning a Subaru for a desert rally. Top of the range cars will only be available to those who have earned the cash competing in the races. And, the only way to qualify for these races is to rule supreme in the relevant license test – of which there are 60!

CRUISE CONTROL

Another high octane reason to worship your PlayStation this September. *GT2* is expected to arrive this Autumn, and CVG will be monitoring its revs until that time.











"Kissing at your age could cause a lurgi out break from unpleasant germs. You'll need therapy if you don't sit apart," said Norm.



60% COMPLETE
PC CD ROM

PIRATE SIM | BY HOTHOUSE
JULY RELEASE | 1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY EIDOS TEL 0181 636 3000

The Caribbean is awash with the rich and the seas are crowded with pirates who want to steal it all. This is where you come in.



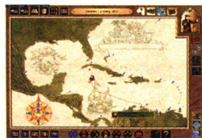
***Cutthroats* is entirely based on stealing, robbing, thieving and overall greed. You start with a small ship, a skeleton crew who only just cover the routine chores and a hull stacked with supplies. As a rookie rogue you have to seek out innocent merchant ships laden with goodies, then rob them. The more ships, and eventually towns, you steal from the bigger your reputation gets. But this also means more people want a piece of you. Basically, it's like the Mafia with wooden legs. And parrots.**

PIRATES INC.

There is no preset victory for you to aim for, as you must decide how your crew wins in *Cutthroats*. It's down to you to decide if you become a king of the high seas and stick to attacking ships, or make your moves inland and go for harbours and ports. With this goes your reputation. You can be known as a ruthless villain and have everyone quaking in their boots when you arrive. The flipside to that is to try and earn yourself the Letter of Marque, which is basically like a pirate licence! The game continually displays your rank in three subjects – fame, infamy and wealth – to tell you how your pirate is doing.



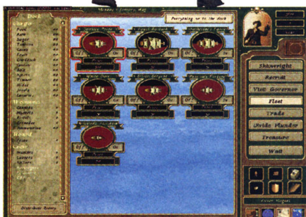
Visit the governor of the port or town to try and 'bring him round' to your ways of trading.



The general map shows only ports and your location.



This map view also shows some of the rival ships.



This is your fleet of ships where you can see exactly how much cargo each one is holding, their weapon capacity and the crew members on board.



Heh heh! Booty! These are the rewards from your last successful looting. All of this can be sold, or stored to boost your pirate empire!

ONE BIG HAPPY FAMILY

Cutthroats works as one huge continuously operating world, so your actions have a small effect on how the day to day lives of the other inhabitants' works. There are loads of ships sailing through the Caribbean, most of which are trade vessels. They'll dock at one port, buy cargo and move onto another to sell the goods at a profit. These are the principal targets for looting. Some will be easy pickings as they sail on their own while others will come in convoys or have warships in tow. Rival pirates may be looking to rob you or strike up allegiances, there may even be pirate hunters. It's down to you to work everything out and become the Blackbeard Godfather.





SHIVER ME TIMBERS

Cutthroats sounds like it could be good – on paper but then again so do most game like this. In reality, they're either very good or immensely boring. We'll be walking the plank with this one in a couple of months time.





80% COMPLETE PlayStation	3D ACTION	BY SONY	• NO OTHER VERSION PLANNED • NO OTHER VERSION AVAILABLE • STORAGE 1CD
	JULY RELEASE	1 PLAYER	• RELEASED BY SONY TEL 0171 447 1600

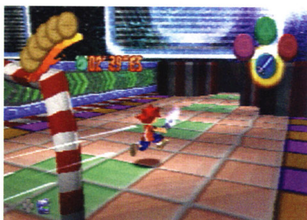
It's... another ground breaking platform game! This time developed exclusively for use with the PlayStation Dual Shock controller.

APE ESCAPE

Catch evil apes in a butterfly net. Not everyone's immediate idea of fun, but to make sure it grabs your interest there's the challenge of a whole new control system. Of all the colourful platform games available for PlayStation, we can safely say that this one is different. *Ape Escape* makes you feel like you're learning to hold a controller all over again. In no time at all, you realise this is something special.

APES OUT OF NOWHERE

Soon as Dual Shock was announced, a team of artists and programmers were assigned to work on a project especially for it. The entire concept for *Ape Escape* evolved around using two analogue joysticks to assist the main character. Original or bust! It has taken three years to reach completion – Sony's best-kept secret. We have never played anything like it.













When the lights on top of the apes' helmets glow red, it means they've started to panic.

COMPLICATED BASICS

This new control system is easy enough to get into. Your character is directed using the left-hand analogue, the shoulder buttons allow him to jump or crawl. The uniqueness of the game is all related to the right-hand analogue. This controls your weapons and gadgets, independently of the main character's movements. Kind of like you play in *Quake*, you can target one direction while moving in another. You have lots of freedom.

MONKEY-O-MATIC













Your mission is pretty straightforward – catch a bunch of monkeys-turned-evil using a special net. It's mastering the tools to help you bag these banana-brains that is the key. Starting simple is the net itself. It swipes at the monkeys, moving in exactly the same direction, and at the speed that you move the analogue stick. The most fun gadget we've seen is a radio-controlled car, used to chase monkeys out of hiding. Overall, though, it's the propeller that highlights the unique control – you need to rotate the stick like crazy to stay airborne!

RIGHT ON THE MONKEY

We're sure *Ape Escape* will help boost interest in PlayStation games even further. Even without the innovative control it's a cool-looking game. With it, there's nobody going to walk away unimpressed. More *Ape Escape* next issue, you can bet your nuts.



100% COMPLETE

Dreamcast

2D FIGHTING GAME	BY CAPCOM
OUT NOW (JAPAN)	1-4 PLAYERS

- ARCADE VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CAPCOM TEL IMPORTER

The greatest comic super heroes take on Capcom's video gaming legends in the ultimate crossover tag battle.

MARVEL VS. CAPCOM
CLASH OF SUPER HEROES

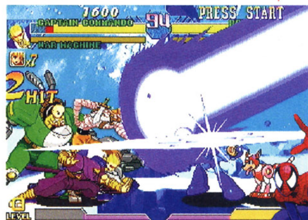


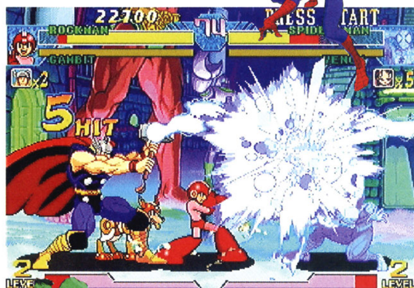
Capcom's Versus series is doing quite well for itself. The first two arcade games, *X-Men vs Street Fighter* and *Marvel Super Heroes vs Street Fighter*, weren't exactly the best things Capcom had done, but *Marvel vs Capcom* sorted things out with its massive collection of characters, insane moves and intricate graphics. And now we've got the epic *SNK vs Capcom* to look forward to! This new Dreamcast conversion proves that Sega's machine is just as good at handling 2D as it is 3D – great news for arcade fighting fans. You may want to wear protective goggles while looking at screenshots of this game, to avoid permanent damage to your brain.

NO 'I' IN 'TEAM'

As with the other games in Capcom's Versus Battle series, creating a good partnership is very important. Each player picks two fighters to take into battle, and can switch between the two at any time, allowing one to rest while the other gets stuck right in. Big Variable Combo attacks allow both characters to join up together and unleash the most spectacular moves in fighting games – yes, they're even more ridiculous than in previous Versus games!

Marvel vs Capcom also adds Special Partners – characters who hang around just off-screen, waiting to be called into the fight where they perform a special attack, then jump out of the way. There are 20 different Special Partners taken from Marvel comics and various Capcom games, and one is picked for you at the start of each fight.

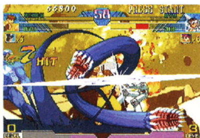




The mighty Thor and his legendary Mjolnir!

2D DREAMCAST!

Marvel vs Capcom on Dreamcast is of particular interest because it's the first 2D fighting game to be released on the console. Thankfully we can report that it's an impressive conversion of the arcade game – not only does it look spot-on, with all the animation, but it also loads amazingly quickly. Once you've picked your fighters, the fight match-up picture appears, then the fight starts. There's no waiting whatsoever, just like in the arcade original. We're really looking forward to conversions of Capcom's other fighting games now – *Street Fighter 3* and *Street Fighter Alpha 3* will be fantastic!







WAR FOR FOUR

The Dreamcast version of *Marvel vs Capcom* has a new four-player mode to take advantage of the console's four joypad ports. Each player controls one fighter, so teamwork becomes very important. You need to work with your partner to make sure that you each get enough rest, and that one of you doesn't end up hogging the whole fight.

TO BE CONTINUED

There's no definite word on whether *Marvel vs Capcom* will get a UK release, but it's quite likely to be out later this year. More on this and Capcom's other arcade conversions soon.

BACK ISSUES!



Huge report on Dreamcast, including Resident Evil: Code Veronica, and loads of fantastic Virtua Fighter 3tb screen-shots. You also get an interview with the people behind Soul Reaver, our cover feature.



First time anyone got to see 'the new Wipeout' in a UK magazine – Rollcage from Psygnosis. This issue was also the first to show you Sonic Adventure on Dreamcast. Our Zelda guide is also pretty cool.



We go behind the scenes of Metal Gear Solid, talk to the team responsible. Also we've some cool tricks to try in N64 Zelda. The Ridge Racer 4 cover story tells you everything you need to know to win.



The next generation PlayStation is revealed this issue, with the best screen-shots in the world of Tekken and the Ridge Racer girl, Reiko Nagase. Since WWF is huge right now, we give you Attitude!

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SUBSCRIPTIONS

CHECKPOINT

This month's events and software releases at a glance. May - June

Puma goodies up for grabs this month and some huge titles looming on the horizon. All is looking well don't you agree?

With the UK games industry gearing up for what could, rightly or wrongly, be classed as the biggest event of the year in the launch of the Dreamcast in September, we give you the facts about what's happening right here right now. Game Boy Color continues to churn out releases at a frightening rate, so now is the time to invest in that if you want a wide range of software. And some big Platinum titles are due for release too, Gran Turismo and Final Fantasy VII the case in point. Anyway, that's our recommendations for the month.

E3

12th to 15th May
Los Angeles, USA
Unless you happen to have a lot of money and the gift of the gab, this will be of no use to you. Because the start of E3 is also when this mag came out. Never mind. Anyway, it's a safe bet we'll have a huge E3 section featuring hot news on Dreamcast and PlayStation 2? Maybe Nintendo will pull something out of the bag too!





Capital FM Extravaganza

29th May to 1st June
Earls Court, London
London's biggest Radio station is back with their now regular summer show. There's a heavy games involvement this year, with a huge interactive arena this year featuring big presence from Sony and Nintendo. Also, you get the chance to ogle at the next 'big' pop bands including Next of Kin and Hepburn.

British *Virtual On* tournament

11th July, Namco Wonderpark
Great Windmill St, London
You should be able to work out exactly what this is all about. If you're a fan of *Virtual On* and fancy your chances at winning some *Virtual On* gear, then you should head down to the Wonderpark. And you can have a look at loads of other top arcade games while your there.

APR-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH HMV



KEY: RED These games are hot / BLUE These are not

GAME NAME	FORMAT
7th May 1999	
All Star Baseball 2000 (Acclaim)	N 64/Game Boy Color/PC CD-ROM
Battleships (Hasbro)	Game Boy Color
Divers Dream (Konami)	PlayStation
FA Soccer Manager (Eidos)	PlayStation
GTA: London (Take 2)	PlayStation
Heart of Darkness: Platinum (Infogrames)	PlayStation
Missile Command (THE Games)	Game Boy Color
Monopoly (Hasbro)	Game Boy Color
Mortal Kombat Mythologies (GT)	PC CD-ROM
O.D.T. (Psygnosis)	Nintendo 64
Puma Street Soccer (Infogrames)	PlayStation
Player Manager '99 (Infogrames)	PlayStation
Sports Car GT (EA)	PlayStation
Starseige (Cendant)	PC CD-ROM
Starseige Tribes (Cendant)	PC CD-ROM
Three Lions (Take 2)	Game Boy Color
Triple Play 2000 (EA)	PlayStation/ PC CD-ROM
14th May	
Blaze and Blade (Funsoft)	PlayStation
Drakan (Psygnosis)	PC CD-ROM
Final Fantasy VII: Platinum (Sony)	PlayStation
FIFA RTWC: Platinum (EA)	PlayStation
ISS '99 (Konami)	Game Boy Color
Lucky Luke (Infogrames)	Game Boy Color
Street Fighter Collection 2 (Virgin)	PlayStation
21st May	
Bomberman Fantasy Racing (Sony)	PlayStation
A Bugs Life (Disney Interactive)	Game Boy Color
Gran Turismo: Platinum (Sony)	PC CD-ROM
Star Wars: Episode 1: Adventure (Activision)	PC CD-ROM

GAME NAME	FORMAT
28th May	
Aliens vs Predator (Fox)	PC CD-ROM
Conkers Pocket Tales (THE Games)	Game Boy Color
Looney Tunes (Infogrames)	Game Boy Color
Quake 2 (Activision)	PlayStation/ Nintendo 64
Street Fighter Alpha 3 (Virgin)	PlayStation
Silicon Valley (Take 2)	Game Boy Color
Syphon Filter (Sony)	PlayStation
May (no set release)	
Age of Empires (Microsoft)	Apple Mac
Championship Manager 2: Sold Out (Sold Out)	PC CD-ROM
Descent 3 (Interplay)	PC CD-ROM
Hidden and Dangerous (Take 2)	PC CD-ROM
Joe Blow (Telstar)	PC CD-ROM
Machines (Acclaim)	PC CD-ROM
Mechwarrior 3 (Activision)	PC CD-ROM
Might and Magic 7 (Ubi Soft)	PC CD-ROM
Omikron (Eidos)	PC CD-ROM
Return Fire 2 (3DO Company)	PC CD-ROM
South Park Screensaver 2 (Telstar)	PC CD-ROM
Street Wars (Infogrames)	PC CD-ROM
World Cup Cricket (EA)	PC CD-ROM
4th June	
Bloody Roar 2 (Virgin)	PlayStation
Cesears Palace (THE Games)	Game Boy Color
Carmageddon (SCi)	PlayStation/N64/Game Boy Color
Castrol Super Bikes (THQ)	PlayStation
Discworld Noir (GT)	PC CD-ROM
Duke Nukem (GT)	Game Boy Color
Duke Nukem: Zero Hour (GT)	Nintendo 64
F1 World Grand Prix (THE Games)	Game Boy Color
F1 World Grand Prix 2 (THE Games)	Nintendo 64

GAME NAME	FORMAT
Holy Magic Century (Konami)	Game Boy Color
No Fear Downhill Mountain Biking (Codemasters)	PlayStation
Speed Freaks (Sony) PlayStation	
WWF: Attitude (Acclaim)	Game Boy Color
11th June	
Anna Kournikova's Smash Court Tennis (Sony)	PlayStation
Bust a Move 4 (Acclaim)	Game Boy Color
Croc 2 (Fox)	PlayStation
Game Boy Color Red, Lime Green, Yellow and Blue (THE Games)	Game Boy Color
Homeworld (Cendant)	PC CD-ROM
Lode Runner (Infogrames)	Nintendo 64
R-Type Delta (Sony)	PlayStation
18th June	
Break Neck (THQ)	PC CD-ROM

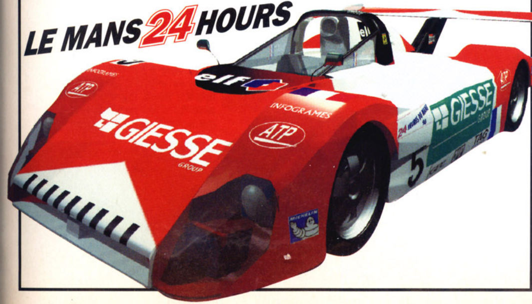
GAME NAME	FORMAT
Broken Sword: Sold Out (Sold Out)	PC CD-ROM
Bugs Bunny: Lost in Time (Infogrames)	PlayStation
Need for Speed: Road Challenge (EA)	PlayStation
Outcast (Infogrames)	PC CD-ROM
Rainbow Six (Take 2)	PlayStation/ Nintendo 64
Soul Reaver (Eidos)	PlayStation/ PC CD-ROM
25th June	
Acclaim Sports Soccer (Acclaim)	Nintendo 64
Le Mans 24 Hour (Infogrames)	PC CD-ROM
TA: Kingdoms (GT)	PC CD-ROM
June (no set release)	
Dungeon Keeper 2 (EA)	PC CD-ROM
Earthworm Jim 3D (Interplay)	PC CD-ROM
Ultima Online: Second Age (EA)	PC CD-ROM
Unreal Tournament (GT)	PC CD-ROM

LE MANS WINNERS!

We offered you the chance to win a fantastic remote controlled car and some other Le Mans goodies a couple of issues back, and we had a ton of entries for this supercool prize. The question we asked was what also lasts 24 hours and it didn't take a genius to work out that it was one day. Unfortunately, there could only be one winner and that lucky person is Keith Morton, from Bristol! We send out our congratulations and expect someone to get in touch with you soon. Thank you and goodnight.









A STACK OF PUMA GOODIES

OK, so *Puma Street Soccer* may not be the best thing since sliced bread, but they have managed to secure some top merchandise for us to give away. We've got 5 bags, 5 T-Shirts, 5 Sweatshirts, 5 Balls and 5 Caps sitting in a box in the office that have to be send out before the CVG ponces get their hands on them.
So, all we want you to do is this:
Name two Premiership footballers who are sponsored by Puma. Here's a couple of clues. One is a small and has a similar name to a runner called Budd and another is Dutch and plays for Man Utd.
Anyway, please send your entries to JAAP'S THE WAY TO DO IT FRANCO at the usual address. Thank you.



Send entries as soon as possible to:

CHECKPOINT #211 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

SPECIAL THANKS



FOR THE RENEGADE MASTER
This edition of Checkpoint was bought to you by CVG in conjunction with HMV, who supplied the release list you see here. Neither CVG or HMV can be held in any way responsible for the dates slipping or being wrong. They were correct at the time of going to press.



PC CD ROM	CORRIDOR GAME	BY REBELLION
	JUNE RELEASE	1-8 PLAYERS

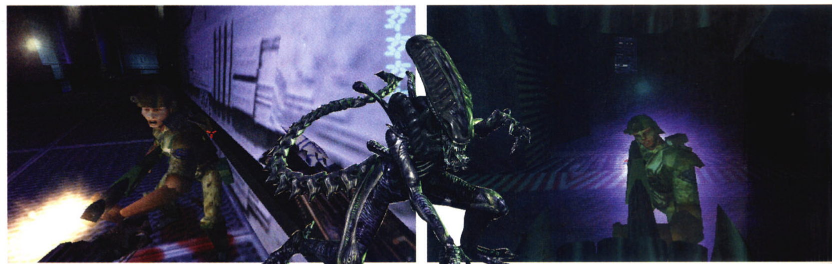
- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE1 CD
- RELEASED BY FOX INTERACTIVE

TEL 01753 549442

Two of the greatest action movies of all time, in one package and available on PC. Could this be the bargain of the year?

ALIENS VERSUS PREDATOR

Finally, games programmers are realising the potential that exists within film licences. No longer will we have to put up with games like *The Fifth Element* or *A Bug's Life* when *Goldeneye* is around to show people how good they can be. Although *Aliens vs Predator* isn't strictly a film, it still classes as a licence if you get what we mean. And thankfully, it delivers most of the atmosphere and tension you'd associate from the two blockbusters. Loads of sound effects and visual references to the films are the icing on the cake as far as we're concerned.





One slice from your blade and this turns into a headless marine.

Check out the green blood trails Predators leave behind.



Eat enemies' heads to give you life back when you're using the Alien.

Grenades are useful for clearing away hordes of Aliens.



LOCK AND LOAD

The Marine is definitely the first of the three characters you should play as, because this will ease you in gently to the ways of *Aliens vs Predator*. It's the most similar to *Quake*, which everyone should understand. And the weaponry is one of the most satisfying aspects, so we've picked out a couple of the early guns at your disposal.

The Aliens don't die immediately once they are caked in flames (far right) and the Smart gun (centre) will home in on enemies as soon as they come into your view.

PULSE RIFLE
This is the gun you start with. It's basic but does you a job. There are two parts to the gun, one is the bog standard bullets, the second is a small explosive that is launched from the top of the gun. It can't hold many bullets at one time, so if you find yourself in a major battle, it's not the best option available.



SMART GUN
Much better. This is like the pulse rifle but holds 500 bullets at a time, fires at a much quicker rate, and has the added bonus of an auto-target which homes in on Aliens or Predators to save you panic firing. This is the gun you should use whenever possible, as it can clear rooms in seconds.

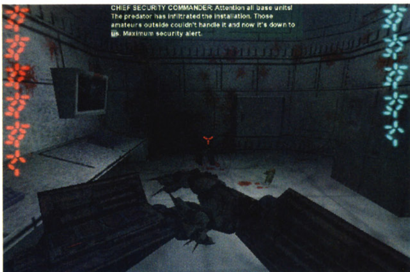


FLAME THROWER
You'll get blasted with this when you play as the Alien or Predator, so it's well worth you using it if you can. It looks like a puny weapon and it does have a pathetic range but as soon as anything gets in it's firing line it's toast. Enemies will still be alive for a few seconds before they die so they can still attack.



PREDATOR – BEST BAR NONE

The Predator is frankly awesome. The first time you start with him, he'll no doubt have you screaming at the screen as the trademark noises and weapons come roaring through the speakers. You want some examples? He uses the console on his arm to activate the Shoulder Cannon, and if you need the medicomp to give you back some energy, he gets a couple of needles, sticks them in his midriff and lets out an almighty roar. Just like the film. But the coolest thing the Predator has are his three modes of alternate vision. The first is the heat sensitive one that he uses so often in the first film. If you have the shoulder cannon active when you switch to his heat sensors, it'll automatically target any enemies nearby. The second is an Alien detector and works in exactly the same way, but highlights Aliens that are in your field of vision. The third is for making the darker areas light. But the sound effects you get when flicking through these modes is spot on, and you even hear his heat beating and heavy breathing too. Like we said: Awesome!





Carnage galore as a group of Aliens feel the Pulse Rifle.



The Grenades illuminate the background and this Alien.



The world seen through the eyes of the Alien.



An Alien hybrid.



CVG OPINION

There's no doubting that *Aliens vs Predator* is an excellent game. But it doesn't quite feel like the complete product. For a start, it's really tough and soon as you get anywhere near a couple of Aliens, you're certain to get eaten alive. Sure that makes it last longer, but to be honest this can become frustrating to continually restart levels. However, it's still one of the most engrossing games I've played. The whole idea of being able to play as Predators and Aliens is very appealing and you're not let down by the gameplay. All the things you'd want to do as the creatures, you can. It looks very nice too, so the feeling of running around an Alien hive is as realistic as you're likely to get. If you're into this sort of game, or love the movies, you'll get a big kick from this.

STEVE KEY

VISION ON

The other two characters each have image manipulation tools that they can use to their advantage. The marine has his image intensifier which basically works as a super powered torch, and lights up any really dark areas of a level. It has the reverse effect though when you walk into bright areas when it's on as you then become almost completely blinded. The Alien has an almost identical navigation mode which does basically the same thing.



The Predator's shoulder cannon homes in during heat sensor mode.



The Predator also has an Alien sensor.



The Marine's Image Intensifier.



***Aliens vs Predator* makes good use of an excellent licence to provide you with another very tasty corridor game. Well worth hunting.**



PC CD ROM	STRATEGY GAME	BY DMA
	OUT JUNE	1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GREMLIN TEL 0114 263 9900

Imagine playing *Command and Conquer*, where you design the weapons, and then control them. This is *Tanktics*, and it's got sheep!

TANKTICS

There's not many games with tanks on sale, and we review two in one issue. What's even more strange is that they're both by the same people – DMA Design. From the same developers as *Grand Theft Auto*, *Lemmings*, *Space Station Silicon Valley* and *Wild Metal Country* comes *Tanktics*, a strange hybrid of real-time strategy game, cute graphics and typically skewed DMA humour. Where squadrons of tanks battle for supremacy and scour the land for new parts that can be used to build more weapons.







THINK TANK

Tanktics is a simple game in idea, you build tanks and battle an enemy who's doing the same. Destroy the enemy receivers that allow enemy tanks to be transported closer to your base, then wipe out the enemy to finish the level. There are four different eras the game is set in with eight levels in each. Battle across Prehistoric, Mediaeval, Modern and Future time periods, and in each you're fighting tanks from the next era, so you're always facing a tougher enemy, but the game isn't as serious as it sounds.

TANK GIRL

Building a tank is pretty easy, in *Tanktics* their construction is similar to the precarious stacking of objects needed to make a Scooby Snack. To build the most basic you need four parts. First you need some tracks, these will enable you to move the tank around, but they're not much use without an engine so that needs to be placed next. The third component is the weapon, and finally to make your tank operational you need a radar. When these four parts are placed in the correct order you've got a fully-working tank. There's a lot of variety available, because you're not restricted to one type of component – up to six different kinds of each in every world. Choosing the right combination is essential to completing the level.





They may look kind of strange, but tanks like these pack more firepower than those dinky kinds.



Getting ready for a fight. The blues could have an advantage.







Items are selected by the giant magnet. The carrier changes according to the era.





TIC-TANK

Scattered around each level are components of tanks that can be picked up and retrieved. Allowing you to build more tanks providing you've got the right parts, but to make tanks more efficiently you need some sort of production line, and that's where the Part-O-Matic comes into play. The Part-O-Matic is a big machine that you'll need to defend at all costs, because without it it's game over. The Part-O-Matic only produces tank parts provided you keep it full of fuel. By feeding boulders, unused/enemy tank parts, crates and sheep into the machine you can produce new tank components. As you can build tanks using up to ten separate parts you'll need a constant supply, especially as your enemy will be doing the same.



The Part-O-Matic has a big treadmill which can be powered by sheep. When the sheep get tired you have to drop them in sheep dip to recover.



Guard your sheep, they're valuable.

TANKED UP

There are special power-up items located on each level, but rather sneakily you have to be playing well to be able to use them. This is because of a promotion system, whereby if your tank does well in battle it gets promoted in rank. To become promoted your tank needs to destroy four enemies. When it does this, the rank insignia above the tank will change. If this rank matches the sign next to the power-up you can move your tank over the switch to activate the power-up to collect it. Promoted tanks can withstand more enemy hits, and provide you with beefier fire-power, but in the heat of battle, you'll just be glad your tanks win, let alone a specific one.









Some tanks can't travel across the snow, use boulders to block the enemy.

CVG OPINION

Tanktics **is a typical DMA game full of dodgy humour, sheep, and most importantly a fun game that's unlike anything you've seen before. Like all good strategy games the action is thick and fast, with you not having a moment to spare, and clicking on the wrong objects in moments of panic, but like the best you'll soon have winning strategies and kicking yourself for thinking something so tough was really rather easy. The various tank components mean there's plenty of scope for experimentation, plus finding the right tanks for the task and terrain ahead, and there's a selection of mini games like squashing sheep, which couldn't be included in the main game, but have DMA written all-over them. This is a great game, and it thoroughly deserves you to stand up to attention, and check it out.**

ALEX HUHTALA

RATING



Fun game that mixes the strategy of Command and Conquer with the look of a cutesy platform game, but plays far more tougher than it looks.



PC CD ROM	TANK COMBAT GAME	BY DMA	• PRICE £29.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY GREMLIN TEL 0114 263 9900
	OUT NOW	1-8 PLAYERS	

It's got lots of metal. It's only wild in the multiplayer mode. And as for the country? Well they must have burnt that down.



You know in your guts instincts when a game doesn't work. And it's especially frustrating trying to write something interesting about a game that bores you and this is the problem with *Wild Metal Country*. While is must look like a nice idea on paper, the harsh reality is this game is too slow and monotonous to make it stand out by any significant margin. It does have some good gameplay elements and it could appeal to some people. See if it's you.

★ PEAS IN A POD ★

The basic idea behind the game is a simple one. In each level are located eight coloured pods and you have to find and collect each of them to exit the level. Enemy vehicles won't pick them up, but they'll do their best to stop you. Once you've obtained a few of the eight, it's often a good idea to take them to one of the store locations, which are the small hexagonal shaped items floating just above the ground. They are also the places where you start and finish a level. Drive under one of these and the pods you've collected will be locked away and you won't drop them if you're killed. As you might surmise, these pods have their tactical uses.

★ DIAMONDS ARE FOREVER ★

So how do you know where these pods are then? Well, it's quite simple. As you drive around the levels, you'll notice series of dots, triangles and other shapes on screen. These are the key points in the level and show you exactly what is waiting just around a corner. When you are nearing an object it moves towards the centre of the screen and increases in size so there's no excuse for missing it. The pods are the most important items and they're represented by hour glass coloured shapes, and enemies are a pastel green square. Helicopters are shown as blue dots, so you can keep tabs on them if you need rescuing.



MORE THAN ONE WAY TO SINK A TANK

One of the main selling points for *Wild Metal Country* is the multiplayer element, in which there four styles of game you can play with up to eight of your chums. The standard forms of linking are available with LAN and modem support. But here are the range of deathmatch games you can play:





POWER CORE GAMES
The idea here is to simply collect a designated amount of power cores. These are either scattered around the arena or found by killing a rival player and pinching his core. There are also fragments hidden in the level and collecting three also results in a single power core.



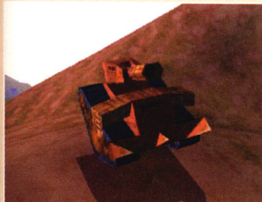
FRAG GAME
This is the standard, probably most common form of deathmatch. It's basically kill everything that moves, and the first to reach a set amount of kills wins. You can also have a time limit game so whoever has the most frags at the end of, for example, ten minutes is also the winner.

WU TANKS CLAN

You have a choice of five different tanks when you start a game that have varying uses and styles. Some are tougher than others, while some tanks are shaped for a very low profile, thus reducing air resistance. None are invincible, though – once your tank starts to smoke, you're in need of repair.

RHINO

The Rhino is a small but strong tank that has a coupe of spikes attached to the front for extra ramming damage. It's not the most stable of the tanks, but flipping it back the right way once overturned is easy enough.



BULLDOG

The Reliant Robin of the tanks in that it only has three wheels. Don't let that put you off though, as the single rear wheel gives some extra grip and manoeuvrability on some of the rougher landscapes and terrains.



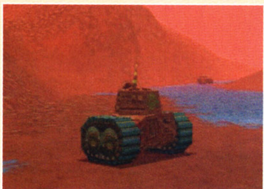
MANTA

This is the lowest of the tanks and is therefore harder to hit. It's quite heavy so when you roll it then you'll have a job getting it back and it usually end up with you calling the rescue helicopter for assistance.



CHEETAH

It's 50-50 as to the qualities of this tank. It's low on armour but very quick, which means it can outrun most enemies. It's also very light which means it does get flipped over easily, but that is simple to redress.



ROADRUNNER

No 'meep meeps' coming from this tank, though it is one of the strangest of the lot. Apparently, it "uses anti-gravity technology to balance it on a heavy metallic sphere for stability." It's also the toughest to master.



BIG CHOPPER ACTION

The Helicopters are not enemies, so there's no need to start unloading on them. In fact, they serve two very useful purposes. By hitting R, the green rescue light starts to flash on your inventory, and a helicopter is on it's way to you. Basically, it hovers over your tank and lifts it from the ground filling the energy bar in the process. It's a good idea to do this in a quiet part of the level, as you're still susceptible to attack when your energy is being stocked up again. They also drop off weapon and mine supplies for you at various points around the levels. The X shaped canisters hold the ammo for your turret and the square cubes have the mines.



The green pod will give you some hea





CAPTURE GAMES
This variant is based around a single power core and you can only score frags once this core is in your possession, or a member of your team if your playing team mode. Imagine a game of badminton but with tanks and a power core instead of shuttlecock. Good eh?



TEAM GAME
The team option applies to the Frag and Capture games and basically brings a lot more tactics into play. Now you can work out specific strategies for surrounding enemies as you try to kill them or take the power core.

CVG OPINION

I have to say that, apart from the multiplayer games, I found *Wild Metal Country* to be a rather slow and boring game to play. I understand that tanks aren't exactly the quickest of vehicles, but even so the amount of time it takes to spin or change direction makes this almost monotonous. Graphically it's very good, but this is scant consolation because the landscapes are so barren, which is another reason it feels dull. Multiplayer games liven things up dramatically, as you can have eight players all vying for that last frag and that's well worth having a go of. In fact if it wasn't for that then the score could well have been lower. In the words of Roy Walker, "It's good but it's not right."

STEVE KEY



The entertaining multiplayer options hide the fact that, playing on your own,* Wild Metal Country *is dull and frustrating.





PlayStation™ | FOOTBALL SIM | BY PIXELSTORM | OUT NOW | 1-8 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- PC VERSION DUE FOR SIMULTANEOUS RELEASE
- STORAGE 1 CD
- RELEASED BY INFOGRAMES TEL 0161 827 8000

Not since *Adidas Power Soccer* has a leading sports manufacturer lent their name to a video game. It's easy to see why.

PUMA STREET SOCCER

The basics of a football game are simple. Grass. Goals. Players and of course a ball. The number of these basics can be variable and *Puma Street Soccer* has gone for four-a-side, small cornered off pitches with miniature goals. So far so good. Except for one crucial thing. When you play 'indoor' or street football it's very exciting. When you watch professional players play it, it's quite exciting. When you watch badly animated polygon men and a ball that is small enough for you to lose where it is sometimes, it sucks. BIG style.



HOT SHOT HAMISH

Puma Street Soccer has a strange super shot option that gives you, well a Super Shot. The idea is that you have as many shots as you can in a particular half, and every time you do and small energy bar at the bottom of the screen goes up. When it reaches full, all you have to do is take another shot and it'll be a super powerful strike, with a red vapour trail following it along the court.



Hitting certain parts of the scenery with the ball will open up secrets and hidden teams.

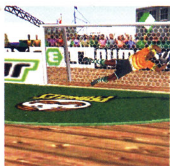
COURT JESTER

There are a variety of court locations in the game and as well as providing different scenery, they also serve as ways to open up the secret parts in this game. For instance, if you happen to kick the ball out of the arena and into certain stands or items around the perimeter you'll be treated to a cut scene, showing that you've found a hidden team or another court. Neither of which are especially exciting.





Down by the harbour for the big game with Nigeria against England. It's so exciting. No really. It is.



The keepers will pull off top drawer saves and still let in the piddlers. Doh!

CVG OPINION

I never thought I'd see the day where I'd recommend a *FIFA* game over *ISS*, but this is it. If you desperately fancy playing indoor style football, *Road to World Cup* has an indoor option as well. So for £40 odd quid you get all of the standard 11-a-side options and a free indoor mode. With *Puma*, you get the indoor mode. Bargain. It's a nice licence to have, but as with *Adidas Power Soccer*, that's all that you get out of it. It plays like a dog, and the players have an uncanny knack of jumping over 95% of the tackles made against them. Excuse me while I go and watch my fridge defrosting.

STEVE KEY

RATING



There is no reason to buy this game at all. It looks ropey, has boring gameplay and thinking about it, no redeeming features at all.

TURN TO PAGE 37 TO WIN LOADS OF PUMA GOODIES INSTEAD!

PlayStation

- SHOOTING GAME
- BY IREM
- OUT NOW
- 1 PLAYER

- PRICE £34.99
- RETRO COMPILATION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

If you thought games featuring alien-blasting spaceships were a thing of the past here's your wake-up-call.

R-TYPE DELTA

Considering the first computer game featured spaceships blasting each-other, it's no surprise that the history of video games has been full of shooters. The birth of 3D on home consoles pretty much announced the death the shoot 'em up - the most fearsome test of skill and reflex a game designer could ever devise. But now perhaps the greatest shoot 'em up ever created is back. The same solid gameplay and challenge is on offer, but the look is right up-to-date. In *R-Type* the alien laser-fodder call themselves the Bydo Empire, and you're the hot-shot pilot who's been picked to thwart their latest attack.





Keep out of the way of the big ships rockets, and fire your weapons in the tiny gap.

THE THREE R'S

Scientists have developed three craft for you to fight the aliens, three different R-Types. The first is the R9 - anyone who's played the original *R-Type* will recognise it straight away. There's also two new ships on offer, both employ different weapon systems. The R13 employs an anchor weapons system, where auxiliary weapons can be dispatched into a corner of the screen then whisked back, using a huge chain. The RX is home to the tentacle weapon system, a separate pod that can be controlled independently from your craft, and even chases it's own targets.

Stick the Force to your ass to avoid trouble!

DON'T FORCE IT - FEEEEL

A major appeal of *R-Type* is the use of the Force Unit. This is an indestructible pod that can be attached to the front or rear of your ship. Your main weapons are fired from it, so positioning it strategically is a major part of the game. As the Force Unit also doubles as a shield, you need to be clever in how you use it, and *R-Type Delta* really makes you switch between them all the time.

Underwater and enemies attack from everywhere, use the Force Unit wisely.

Holding down the fire button to power your weapons. The results are amazing.

The R13 is on the left but the anchor weapon is on the other side of the screen.

These giant fish are no problem if you've got big guns.

CVG OPINION

If you've never played a game like *R-Type* get ready for a very tough challenge. It's full of colourful enemies, great sounds and music, spectacular bosses, and dazzling weapon effects. But not everything's perfect. There's quite a bit of slowdown in some sections, especially when there's lots of objects on screen, and the arcade thrills mean that once completed, the high-score is the only reason to continue playing. Although the three different ships add a little longevity. But if you're a shoot 'em up fan, get ready for one of the best blasters around, where skill and reflexes are more important than combos and racing lines. They don't make them like they used to!

ALEX HUHTALA

RATING



Reinvention of a classic, that holds its own with the new crowd. Young pups may want to rent first, but those who remember the first time, enjoy!



PC CD ROM	RACING GAME	BY LANKHOR
	OUT MAY	1-8 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3000

The fastest sport on Earth is always going to make a good video game, especially if it's got all the real-life stars and cars!

OFFICIAL FORMULA 1 RACING

The Formula 1 season is just getting exciting now, and the year's official game is here on PC. Psygnosis got the nation into F1 games with their first two releases, but the last game – *Formula 1 '98* – was very disappointing. This time round the official title comes from Eidos, and there are plenty of new features. More detailed car set-up and tactical options are available, but not in an over-complex way as with some more serious simulations. This is a Formula 1 game aimed at everyone, not just the tech-heads.

KEEPING IT REAL

Official Formula 1 Racing has the official license for last season, rather than the current season. While it's not really a big deal it does mean that some of the drivers race for their old teams, the car designs are a bit out of date, plus the new teams are missing completely. But the license does mean that all the courses, cars, drivers and on-screen TV graphics are just like the real things. The PlayStation version of the game isn't due for release until later this year, so it's possible this will have a more up-to-date license.



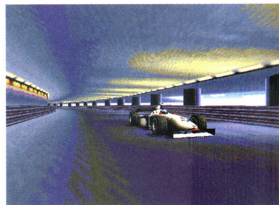
The window in the top-left corner pops up to show you any incidents which occur during a race.



One of the views from a virtual camera mounted on the front of your driver's car shows reflections of the race in your shiny visor! The number and variety of views makes replays fun to watch.



The software version of the game looks a little blocky, but is still good.



The famous tunnel at Monte Carlo. Rather bizarrely, in wet weather it becomes just as fog-filled as the outdoor sections. Speeding out of the end is always really nerve-wracking.





Even from high up like this, the distant scenery holds together well.

CHARTER A CHOPPER

Before each race you can take to the skies in a helicopter and be flown around the circuit from start to finish, getting hints and tips on each section as you go. This is great if you've never raced on a course before as it gives you an idea of what to look out for, plus it shows off the scenery nicely even if you already know what you're doing.

CVG OPINION

With something as big as *Official Formula 1 Racing*, it's a shame that the graphics aren't up to the usual standard for PC games. The 3D card version looks washed out and a bit ropey, which is particularly disappointing considering there are so many great-looking PC driving games. Courses aren't all that detailed either, though there's less graphics pop-up than in Psygnosis's *Formula 1* games. The handling varies from arcade to simulation mode – with all the realistic options on, it's not easy to play but is a lot more entertaining (especially from the wobbly in-helmet view). Arcade mode is easy, but doesn't have enough of a feeling of insane speed to make it truly worthwhile. *Official Formula 1 Racing* has some good features but is a little scrappy overall – there are also better F1 simulations and better F1 arcade racers available on PC already.

ED LOMAS

RATING



Not the definitive F1 game we'd hoped for. A disappointing look and a lack of excitement stop the game from being an essential racer.



PC CD ROM

CORRIDOR GAME | BY 3DO COMPANY
OUT NOW | 1-8 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY UBISOFT TEL 0181 944 9000

Calling all avenging angels! Our future is under attack from the devil's henchmen, and your supernatural powers are needed!

REQUIEM

As Malachi, a loyal angel in human form, you must save creation from Hell's evil fallen demons on a futuristic Earth! A fantastic idea for a game, and one which means you get to take on hordes of evil creatures with both high-tech weaponry and spectacular angelic powers. All-out blasting isn't going to get you anywhere though – you must protect innocent humans and work hard to locate the evil dudes by talking to the right people. It's an all-new kind of game: the religious blaster!









HUBBLE BUBBLE, TOILET TROUBLE

Being an angel, you can use supernatural powers as well as heavy artillery. To begin with you have a few simple spells, but as you go through the game you earn more useful and impressive abilities such as flight, lightning bolts, healing, locust swarms, blood boil, and the ability to turn enemies to salt! You can even possess other characters and take control of their bodies for a while, and resurrect dead creatures to be used as your slaves!



Your Brimstone magic power fires jets of flame from your palms, letting you set fire to groups of enemies in one go. You earn this fairly early on in the game, and it comes in extremely handy through many of the middle sections.



Turning enemies to salt is very satisfying. Almost anyone can be destroyed in one go – they get frozen solid, then they slowly crack and crumble into a small pile of dust!



The rocket launcher causes big damage and fires quickly. Very nice.

Enemies cast real-time shadows, which can come in very handy...



This gang of hardnut rebels will fight with you if you talk to them.

KEEP TALKING

Requiem's story is important to the game. To get essential items and clues you must talk to the right people, and even work with a group of rebels in an all-out street war against armed troops! You've got to use a bit of tact too – you can't go around with a gun in your hands or you'll be gunned down straight away. You also need to avoid killing important people or God will unleash His wrath upon ye!

CVG OPINION

The idea of playing an angelic being kicking ass in the future is a great one, and *Requiem* pulls it off well. There's a good selection of offensive and defensive spells, but the weapons are a little disappointing. There are only seven in total, and they're not as fun to use as those in similar games. Level design is excellent in places, but for the most part everything looks a little bland and is fairly basic to play through. The story helps encourage you to play on, and it's nice that there are no big breaks in the action between stages. Most enemies are again relatively plain but react well to the way they're attacked, running away when they know they haven't got a chance, and taking damage to separate parts of their bodies – go for the head for quick kills. *Requiem: Avenging Angel* is entertaining and interesting, but doesn't have the necessary sparkle to make it really stand out from the PC's crowd of similar games.

ED LOMAS

RATING



***A brilliant theme and some great ideas, but overall a bit disappointing. Corridor gamers wanting variety will do well with* Requiem.**

PC CD ROM



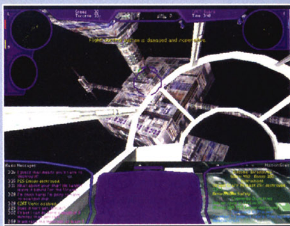
X WING ALLIANCE

Probably the last in the popular *X-Wing* series now that *The Phantom Menace* is almost on the horizon – Naboo Fighter just doesn't have the same impact does it? Anyway this is a real return to form for the series, with the emphasis on giving the fans what they want out of a Star Wars based flight sim/shooter. And what did the fans want? Namely a good story-based adventure, something that was missing from *X-Wing vs TIE Fighter*, and the chance to fly the Millennium Falcon and a whole load of other Corellian craft. The end result is a game that starts slowly but soon builds into an involving part of the space opera, as the player gets drawn into a trading war between local rivals, and pretty soon as the rivalry starts to intensify the Empire show up, right on cue as usual. From here you get to fly a wide variety of ships, leading all the way up to the spectacular finale, where you take part in the battle of Endor (the climax of Jedi) flying – you guessed it – the Millennium Falcon. This is a great swan song for the series, and providing you've got access is a great multiplayer game.

ALEX HUHTALA

SPACE COMBAT
OUT NOW
BY LUCASARTS
1-8 PLAYERS

- PRICE £34.99
- X-WING & TIE FIGHTER SERIES STILL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2 CD'S
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700



Who needs dodgy old flight simulators of old war planes when you can be flying around in one of these?! Just don't get cocky.







There's got to be loads of you wanting to get your hands on the Millenium Falcon. And once you're inside, the experience is rewards the anticipation.

PC CD ROM





TRIPLE PLAY 2000

Baseball may be insanely boring to watch on TV, but it can work really well as a game. As we've come to expect from EA Sports, *Triple Play 2000* has excellent presentation, with all the real players, teams, stadia, loads of features, plus a top-quality commentary (complete with comedy loudspeaker adverts such as "Eat at Sven's Place – the best Viking food in town!"). The control system is also well thought out. Three difficulties give you varying amounts of control over your team, letting anyone pick up and play straight away while still leaving plenty to master over time – each setting even has its own view of the action. Dramatic camera angles keep things looking exciting, and there are very few pauses in the action so there's no time to get bored. *Triple Play 2000* is ideal for anyone considering a baseball game, and good enough to warrant a serious look from doubters.

ED LOMAS

SPORTS GAME
OUT NOW
BY EA SPORTS
1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



Even if you've never played a baseball game before, give *Triple Play 2000* a look. It's fuuuun!





STREET FIGHTER COLLECTION TWO

1992 is ancient history. A lot has happened since then, not least within the *Street Fighter* series. I don't know any gamer who didn't throw everything they've got into practicing *Street Fighter II*, who wasn't ultrakeen to take on *Champion Edition* (be the bosses!), then *Hyper Fighting* – how cool was it to see Ryu in his blue karate gi?! Purists argue that *Street Fighter* didn't get much better after *Hyper Fighting*, the 'New Challengers' have never quite attained classic World Warrior status (sorry those who think Fei Long is the coolest). So unless you're following everything I'm saying here – unless you share the same fond memories – you're better off with *Street Fighter Alpha 3*. The latest in the series is technically rewarding in ways the early *Street Fighters* could not imagine. But as a collection these games are among the finest to have entertained the world.

PAUL DAVIES

FIGHTING
OUT NOW
BY CAPCOM
1-2 PLAYERS

- PRICE £39.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



Try as we might, there's just no getting over the excitement of the originals.

MINI REVIEWS




PUYO PYO-ON!

Fourth in a series that has become known as the best in the world, for three simple reasons: it's fun, challenging, and addictive. Your basic task is to clear brightly-coloured jellybeans as they fall into a well. These vanish if you stick four together, in any formation. The trick is to vanish more at once, better still to create chain reactions for big scores. But what Puyo Puyo introduced that nobody else thought of was penalties for the second player - each time you vanish stacks of jellybeans, stacks of ghost jellybeans land in the opponent's well. The ghost jellybeans can only be cleared if you vanish nearby jellybeans, which is tough since the ghosts are in the way. It's a classic formula, and on Dreamcast you get a four-player mode and super tiny beans to stack up. Sega Europe MUST release this.

PAUL DAVIES

PUZZLE
OUT NOW
BY COMPILE
1-4 PLAYERS

- **PRICE** TBC
- **AVAILABLE ON ALMOST EVERY SYSTEM**
- **NEXT GENERATION PLAYSTATION VERSION PLANNED**
- **STORAGE** 1 GD
- **PUBLISHED BY** SEGA OF JAPAN
- **TEL** N/A



Stare into their jellybean eyes and listen carefully... they're saying 'please release meee'!




RAMPAGE 2: UNIVERSAL TOUR

Another spin on the old *Rampage* formula, where giant monsters of the King Kong and Godzilla destroy cities for fun. The military and public try and stop them, but usually end up being smashed. Of course you play one of the monsters, who this time consist of a new assortment, mainly because a mysterious person has kidnapped the original trio of George, Lizzie and Ralph and hidden them. You're going to wreak havoc over 125 cities, to save them. *Rampage* was a great but limited idea when it first appeared in 1986, and in all these years practically nothing has changed for this third sequel, surely it should be called *Rampage 3*, but who's counting? Each new character now has a special move which is powered-up by eating the population of the city, and weather can play a part. Simply it's more of a limited formula, which will appeal to fans of the series. **ALEX HUHTALA**

SMASH EM UP
OUT JUNE
BY MIDWAY
1-3 PLAYERS

- **PRICE** £39.99
- **RAMPAGE WORLD TOUR STILL AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** GT
- **TEL** 0171 5657300



Things haven't changed much in the past 13 years. Well they have, but not in *Rampage*!




TRAP RUNNER

Two players to wipe each other out with booby-traps. Tactics play a part as power-ups are generated at key locations in the level, if you can control these, or get to them before your enemy then you're on your way to victory. This could have been a good game, a kind of remake of an old Commodore 64 classic based on the Mad magazine strip *Spy Vs. Spy*, even using the same split-screen viewing method. The game doesn't come without flaws though, by looking at your opponents screen you can see where all their bombs have been placed, and the computer enemy runs to collect power-ups as soon as they are created, as you can't see the whole of the playing screen this becomes a little annoying, especially when you have no traps left in your arsenal. Could have been good, but a bit too flawed for my liking.

ALEX HUHTALA

BOOBY TRAPS
OUT NOW
BY RACDYM
1-2 PLAYERS

- **PRICE** £39.99
- **NO OTHER VERSIONS AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** KONAMI
- **TEL** 01895 853 000



Almost a great game, but the tactics are all messed up. Nifty presentation though.




BOMBERMAN FANTASY RACE

Thanks to *Super Mario Kart*, overused game licenses always have the option of coming back as cartoony racers. The *Bomberman* games don't have such a strong collection of characters as the *Mario* games, which is an immediate disadvantage – but not as much of a disadvantage as the stinker of a game they've been dumped in. You race on the back of Louies (kangaroos) or Tirras (little dinosaurs), and pick up or buy power-ups such as bombs, speed ups, armour, and so on. One interesting feature is that you need to race to earn money for more goodies, and to buy a ticket to the next race. Other than that, it's appalling – the graphics prove that the game was knocked together with no thought, everything slides and bounces all over the place so much it's hard to race properly, and it all feels completely pointless. No fun? No reason to play it then. **ED LOMAS**

RACING GAME
OUT NOW
BY HUDSON
1-2 PLAYERS

- **PRICE** £39.99
- **NO OTHER VERSIONS AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** VIRGIN
- **TEL** 0171 368 2255



This game is ideal for anyone desperate for a scabby load of tat to waste their cash on.





YOYO'S PUZZLE PARK

This is a platform puzzle game influenced by classics like *Bubble Bobble* and *Rainbow Islands*. It's a strange-looking game – the colourful old-style graphics are okay (plus there's a strange 3D rotating effect used at times), and the characters are all truly mad. The idea is to clear a level of baddies by activating and placing little bomb people against a time limit, often using chain-reactions and other little techniques you pick up fairly early on. The main problem is that it's all a little too confusing. All the best puzzle games are so simple to play that anyone can get stuck in right away, but *Yoyo's Puzzle Park* takes too long to figure out exactly what's happening. If you're a patient puzzle freak you may get right into this, but for most people it's just going to be an unappealing, confusing mess. **ED LOMAS**

PUZZLE GAME

OUT NOW

BY JVC

1-2 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 240 3121



Looks a bit like Treasure's brilliant Mega Drive games doesn't it? A bit poo to play though.





ACTUA ICE HOCKEY 2

This sequel is one of the few ice hockey games not to have an official NHL license, basically just meaning that player names are distorted versions of the real things. The game starts with some very fiddly menu screens – just changing a few options and starting a match is unnecessarily complicated. The game itself is very similar to the original – graphically it's not too bad, though it moves jerkily a lot of the time. There are some good features, such as an Arcade Mode with a smaller rink and fewer rules for brainless quick matches. Unfortunately, there's not a very good feeling of speeding around on ice, and the more intense moments often turn into confusing button-tapping sessions, blindly hoping to get hold of the puck. With this slightly dodgy control, *Actua Ice Hockey 2* is made pretty much redundant. The EA Sports NHL games are still the best on PlayStation. **ED LOMAS**

SPORTS GAME

MAY RELEASE

BY GREMLIN

1-2 PLAYERS

- PRICE £39.99
- PLAYSTATION AND PC PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 263 9900



Ice hockey – wrestling on ice with sticks! See how many players you can take out in one game.





BIG AIR

Another PlayStation snowboarding game, this time with real board and clothing companies (Burton, Ride, Quicksilver, etc). The boards steer like Nintendo's *1080° Snowboarding*, turning fairly slowly and sliding a lot over the snow, while tricks are performed with direction taps and button combinations. Unfortunately, putting together cool tricks isn't as fun as you might hope – you can't spin and grab at the same time, meaning that you have to tap in long combinations to make anything worthwhile happen. There's a distinct lack of spectacular tricks too. I also found an impressive bug on course which sent me flying miles into the air and out of the course, allowing me to perform about 20 grabs in a row, earning masses of points in one go. So, *Big Air* isn't all that fun for free downhill cruising, and it's not a skillful trick game – you're better off with *Cool Boarders 2*. **ED LOMAS**

SNOWBOARDING

OUT NOW

BY ACCOLADE

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



With millions of snowboarding games coming out every day, you really don't need this one.





NEED FOR SPEED ROAD CHALLENGE

At first, *Need For Speed Road Challenge* looks quite ropey, with blocky textures and a less-than-perfect frame rate. But it's actually got a great style to it – the cars are detailed, the scenery is believable, and there's even a good lens flare effect which doesn't feel like a complete waste of time, for a change. As well as the usual races, *NFS Road Challenge* has a championship mode where you must win to earn cash for new cars and upgrades, and a fun Hot Pursuit Mode. With this, all you do is race along while being chased by police cars, listening in on their radio frequency to find out where the next roadblock is being set up. Car handling is enjoyable too, with a nice balance of realistic power-slides and easy-to-control high speed action. There are certainly better driving games on PlayStation, but *NFS Road Challenge* has a charm which will really appeal to racing fans. **ED LOMAS**

RACING GAME

OUT NOW

BY EA

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



Live out your gangster-on-the-run fantasies in *NFS Road Challenge*. Albeit on a race circuit...

MINI REVIEWS




SPORTS CAR GT

It seems as though Point Of View Inc have managed to create a spot-on emulator for PlayStation – *Sports Car GT* looks exactly like a rubbish old Saturn game! Everything's blocky, the textures are terrible, the cars look like distorted toy versions of the real things, and they wobble and jerk around the courses like Postman Pat's van through Greendale. The handling is odd too – sometimes the cars go into a slide which allows you to get round hairpin bends at 120mph, while at other times they hardly turn at all. There's no feeling of speed either – you'll be thinking you're stuck in first gear, but the speedometer will be at well over a ton. With only a few tracks (including a poor version of the excellent Laguna Seca) and no interesting gameplay options, *Sports Car GT* is balls – a tramp's version of *TOCA 2*. **ED LOMAS**

RACING GAME
OUT NOW
BY POINT OF VIEW INC
1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



'GO' says the sign. We recommend not bothering. Try pulling out your nasal hair instead.




HARD EDGE

There have been a few attempts at adapting the *Resident Evil* style of game. This is the first to succeed in its own right – more of a futuristic action movie, than a survival horror adventure. The scenario is that you are a part of an expert rescue team, on a mission to ensure the safety of some professor. All the action takes place in a 27 storey building, and on every floor there are sentry droids and mutants to defend against, in addition to finding out ways to crack security codes, etc. You get control over four characters, who you need to switch between to be successful in the game. Each has specific fighting skills that you can have a bit of fun experimenting with. There's a lot to think about at all times, and the pace is respectably upbeat throughout. Just about the only let-downs are the cheesy voice acting, and lack of variety in the enemies. **PAUL DAVIES**

ADVENTURE GAME
OUT NOW
BY SUNSOFT
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 374 2766



The graphic style is less realistic than *Resident Evil*, but the characters are still cool!




CIVILIZATION: CALL TO POWER

Without the legendary Sid Meier on-board you can be forgiven for doubting the credibility of this game. *Civilization* is a simple concept: pick an ancient race, and plot their survival through history. Once you add the history things start to get tricky, other tribes try to crush you, and food shortages come thick and fast. Rule your people correctly and you'll enjoy a prosperous reign, making peace with neighbours, raging war on others, but more importantly making improvements for your people. In *Call to Power* these come thick and fast, the game now spans a much larger time-frame, and the first five thousand years whizz by. There's some impressive new units, technologies and wonders of the world, a favourite being a dinosaur park. The new additions are welcome, but the new interface is clumsy. It's better than expected, but without Sid on board, It doesn't quite feel the same. **ALEX HUHTALA**

STRATEGY
OUT NOW
BY ACTIVISION
1-8 PLAYERS

- PRICE £34.99
- CIVILIZATION 1 & 2 STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700


A respectable update of the classic *Civilization* theme. But without Unca Sid, well...




DIVER'S DREAM

This game makes a change from the usual driving and fighting fare. You play a young diver out to make a small fortune by salvaging valuable items from the ocean floor. Arriving in a small coastal town, you befriend the locals and are soon on a boat to have your first lesson. There's talk of an ocean liner that sank on its maiden voyage, no not the Titanic – the Gigantic Matilda, and there's a fortune within her hull. So far so good, you've encountered dolphins, sharks, and made a small fortune, saved a trapped diver and bought better equipment. But the game takes a dramatic turn once you reach the Matilda, for some reason it's home to gigantic mutated creatures that wouldn't look out of place in a Doug McClure movie. So the impressive build-up and levels are instantly tarnished. A good game, but slightly flawed. **ALEX HUHTALA**

AQUATIC ADVENTURE
OUT NOW
BY KONAMI
1 PLAYER

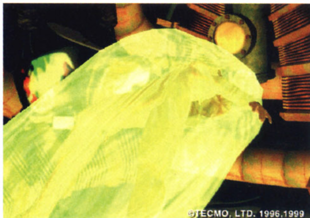
- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY KONAMI
- TEL 01895 853 000


It all starts off fine, totally believable and fairly impressive. Then there's the giant snail.

MINI REVIEWS

ARCADE

FIGHTING GAME	BY TEAM NINJA
OUT TBC	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY TBC	• NAOMI • STAND-UP CABINET


©TECMO, LTD. 1996,1999

DEAD OR ALIVE 2

All Fighting fans will cream over this. Everyone hoping to own a Dreamcast will cream even more.

Team NINJA at Tecmo Japan are brilliant. These guys took on Sega's incredible *Virtua Fighter 2* a few years back with the original *Dead or Alive*, and some argue that *DoA* came out top. Though Team NINJA's game is best remembered for its 'top heavy' martial artists, underneath the glamour is a ferocious fighting engine that's technically brilliant in every way. Now the sequel is underway using Sega's Naomi technology. It looks incredible, and it's coming to Dreamcast!


©TECMO, LTD. 1996,1999

HOLD THAT MOVE

The feature that distances *Dead or Alive* from its rivals is the Hold button. It allows every move in the game to be countered, by every character. In some cases the Hold button allows for spectacular multiple-throw techniques.



TD. 1996,1999


©TECMO, LTD.

Big guy Bass uses lots of close-in throw moves. Fear him!


©TECMO, LTD. 199



©TECMO, LTD. 199


©TECMO, LTD. 1996,1999


©TECMO, LTD. 1996,1999



©TECMO, LTD. 1996,1999



©TECMO, LTD. 1996,1999

Sexier than ever on Naomi.

AYANE MEET NAOMI

Right now Sega's Naomi technology rates as the most powerful in the arcades. Thanks to this Team NINJA has transformed the characters and stages of *Dead or Alive* beyond belief.

First time you see the sweeping view of the temple stage, set in the mountains, you will catch your breath. Even the fighting stages in *VF3tb* pale by comparison. Though it's the fighters who matter the most, and as you can see, no





DANGER ZONE

The explosive Danger Zones from the original *Dead or Alive* will also feature in the follow-up. Danger Zones are booby-trapped areas on the outskirts of the fighting arena that cause damage to anyone who falls onto them. Eventually you learn to use Danger Zones as part of your cunning strategy to humiliate opponents, watch them squirm!

Kinky costumes, but they're very detailed. Tina's tassels move, so does the chain on the Bass's jacket. Bass is huge too!





Kasumi, the main character in the game, shows off the advanced skinning technique used by Team NINJA. She looks fantastic.



Ayane is Kasumi's sister, and her main rival in the game. She also featured in the PlayStation version of *DoA*. So get practicing.

TAG – YOU'RE ON

If you're familiar with the Versus series from Capcom, you'll know all about tag matches. For the first time ever in a 3D fighter, players can call upon the assistance of a partner to deal double the damage. Check it out, this is going to be fantastic!

When fighters execute moves like this, the camera draws back so you can marvel at the scene.











Tag battle in action! You can see from the shot on the left how the energy bars switch places as the other character leaps into the action. Check the detail on Bass... no way!!!

OVER THE TOP

Finally, the feature we just CANNOT BELIEVE is the extended fighting arenas. New to *Dead or Alive 2* is the option for fighters to send opponents crashing through walls, or plummeting down waterfalls. Better still the fight just keeps on going! You will be amazed when you see this in action, it's AWESOME!

HOLD IT

These are some of the best images we've ever seen! Easily comparable to the next generation PlayStation demos. Just contain yourself, and sit tight for news of *Dead or Alive 2* coming to an arcade near you. Case you're wondering, the animation on the girls is 'subtle' as before. So, Team NINJA, we salute you!

Hot new games

Dancing games are taking over the world. *Beat Mania* is gonna get you, you just wait and... feel. Meanwhile there's always Mario.



BEAT MANIA

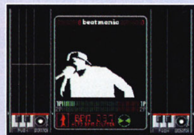
RHYTHM ACTION **BY KONAMI** **OUT NOVEMBER** **1-2 PLAYERS**

From out of nowhere a new style of game that has the world on its feet.

THE IDEA:
Prove to your friends that you're no tone-deaf, flat-footed gibbon with hoofs for hands. Scratch up a storm on a turntable, while triggering cool sampled sounds from a keyboard, but be sure to play in time to the on-screen cues. And don't squirm.









BEST FEATURES:
- ★ First original video game in years, and it's raking in the money!
- ★ Improves your manual dexterity (makes you popular with the girls).
- ★ The UK version will feature music from our World Famous DJs.
- ★ PlayStation version uses a mini mixing desk, complete with deck!
- ★ Go head to head against a friend to decide who's the greatest DJ.
- ★ *Beat Mania* is taking over the world – just go check it out now!

'BEMANI'

You'll be reading lots about *Beat Mania*. Though the PS version isn't here until November, you can test drive it at your nearest major arcade. In fact *Beat Mania* is the first of a series of games from Konami, known collectively as *BEMANI*. And get this - you can link them all up for some of the weirdest gigs of all time!

The latest in the series, just gone out, is *Dancing Stage*. You play it with your feet. Dancing!







This summer... prepare... for *DRUM MANIA*!!! Yes, it's a rhythm action game you play with sticks on pads. Yes, drumming!



All these games are planned for release on PlayStation, complete with funky gizmos. Expect to see *Dancing Stage* early 2000, and *Guitar Freaks* in Easter.





METAL GEAR SOLID: INTEGRAL

BY KONAMI **1 PLAYER** **OUT SUMMER (JAPAN)**

New *Metal Gear Solid* CD to be bundled with revised *MGS* in Japan. No plans for the UK yet, though.

THE IDEA
The basic game remains the same, with you as the hero Solid Snake out to save the world from international terrorists, but this time there's more options and modes of play. No word on a European release yet, but fingers crossed.













Okay, so these are shots of the original *Metal Gear Solid*. We'll show you Integral soon

Set your own booby traps every time you play. But surely you'll know where everything is so you can avoid it?!

BEST FEATURES
★ Extra disc contains expanded VR Training mode. Now with 300 extra training stages.

★ Complete training mode to gain access to new events and stories in the main game.

★ Play the game using first-person view, like *Goldeneye* on N64.

★ Place guards and items in random locations.

★ Change costumes, five new levels of difficulty and new mini games for the PocketStation.

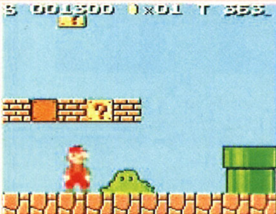


SUPER MARIO BROS.

BY NINTENDO **1-2 PLAYERS** **OUT SUMMER**

The classic original makes with funky extras to gawp at.

THE IDEA
The NES game that brought fame for Mario, and his skinnier brother Luigi is back, and this time it's running on a Game Boy Color. Discover why the original is still talked about today, and how gamers used to rely on a healthy imagination much as anything else!



Ah yes, we remember it well. The tree, the pipe, the bow legs!





BEST FEATURES
★ New red coin challenges on every level, and two player competition if you've got a link cable.

★ Mario artwork that can be turned into stickers if you own a Pocket Printer, and a new calendar feature.

★ Play one of the greatest games ever while on the bus/train, nudging the person next to you saying 'don't make'em like they used to do they, eh?'.



THE FA PREMIER LEAGUE STARS

BY EA SPORTS **1-4 PLAYERS** **OUT AUGUST**

All the stadiums, all the players, nothing to do with the *FIFA* games.

THE IDEA
Not a rehash of *FIFA* Soccer, this concentrates solely on the Premier League. With all clubs, stadiums and especially the players, developed in England – by people who live and breathe the sport same as the fans buying the game. At last!



Grass: check. Ball: check. Players: check. Yep, football.



Well, it's a start...



BEST FEATURES
★ New STARS system, where outstanding play is rewarded with stars used to improve players abilities and skill.

★ Save your customised teams to memory card, play a friend.

★ Presented by the Sky Sports team of Martin Tyler, Andy Grey, and Richard Keys.

★ Win the league and compete in fantasy cups, against teams from around the world.

★ All the stadiums of the top clubs, play teams both home and away over the season.

EVIL ZONE

BY TITUS 1-2 PLAYERS OUT JUNE

Fast fighting action that's simpler to control than *Tekken*.

THE IDEA

The evil witch Ihadurka has handpicked 10 fighters from different worlds, so she can challenge them in fights to the death. You must defeat the witch to save the island of Kumi. And spend hours studying moves lists, as per usual.



We can assure you those are knickers!





BEST FEATURES

★ Fast-paced Manga-style fighting action, with a strong story mode. Fights are one bout, but they can last quite long.

★ Lots of special moves, and ability to reflect projectiles. *Evil Zone* should be appealing for good defensive players.

★ Charge power crystals for super-attacks, some are truly bizarre – like flesh eating aliens!

★ We've been waiting for PlayStation's answer to Honey/Candy from *Fighting Vipers*. This could be the answer to our prayers.

R-TYPE DX

BY BITS STUDIO LTD. 1 PLAYER OUT SUMMER

THE IDEA

Blast the alien menace from the comfort of your spaceship. The classic shooter returns to the Game Boy, with more modes than ever before.

BEST FEATURES

★ Five different *R-Type* games. Including new colour enhanced *R-Type 1 & 2*.

★ All new *R-Type DX*, which will only play on a color Game Boy.



If this came out 10 years ago, it would have sold millions. But it should still sell well in a few months time.

MIKE STEWART'S PRO BODYBOARDING

BY PACIFIC INTERACTIVE ENTERTAINMENT 1-2 PLAYERS OUT SEPTEMBER

THE IDEA

Endorsed by the nine time world champion.

BEST FEATURES

★ Choose board and boarder, including Mike himself!

★ The most realistic waves seen on PC. you think of another PC game with water?

★ Choice of six of the worlds best waves (?)



Not only can you play with Mike, but with women like this too. Bodacious!

UEFA STRIKER

BY RAGE 1-2 PLAYERS OUT SEPTEMBER

Don't worry, it's got goalies, defenders and midfielders too!

THE IDEA

European football action that's been two years in the making. Featuring the best clubs in Europe and all the International squads. Big name commentators could see it competing with the likes of *FIFA* and *ISS* come the new season.



...good passing, but here come the Dutch!





BEST FEATURES

★ 51 International European teams, and 44 European club squads.

★ Certification feature which opens up more of the game as you become better, by passing a series of tests. A bit like the licence tests in Gran Turismo.

★ Commentary by Jonathan Pearce, Big Ron and Ruud Gullit – or shouty bloke, tan man and "seggsy fudball".

★ Another potentially great game to be ignored by gamers who buy *FIFA* regardless, so is sure to cause great controversy.

DARKSTONE

BY DELPHINE 1-8 PLAYERS OUT OCTOBER

An epic RPG that will debut on the PC very soon.

THE IDEA

Draak the last in a long lineage of dragons has decided to annihilate everyone in the world. You have been chosen to save us. Expect mind-bending puzzles, and atmospheric soundtrack combined with strong cinematic direction.







BEST FEATURES

★ The epic quest is randomly generated, so you'll never get the same game twice.

★ You can control two characters at a time, and if playing over a network or internet, you can team up with other players, or make enemies.

★ Draak the dragon can disguise himself in a variety of different shapes. You never know where he'll turn up next.

★ Delphine are the masters of this style of game. We expect it to be utterly engrossing at the very least. And a bit scary.



WIPEOUT 3

BY: PSYGNOSIS **PLAYERS: 1-2 PLAYERS** **RELEASE: SEPTEMBER**

The coolest game in the universe returns – first ever screenshots!

THE IDEA:
The third game in the ultra-successful series will be flying to the top of the charts this autumn, with enhanced gameplay and plenty of funky new features. This will be one of the biggest games of the year, no doubt about it.





The original teams are still competing, but with new ships.

The new coloured vapour trails make identifying rival teams a lot easier.

wip3out

BEST FEATURES:
- ★ Eight all-new tracks.
- ★ Five new weapons, including the Force Shield from *Wipeout 64*.
- ★ New teams with redesigned ships. They now have animated airbrakes and differently-coloured vapour trails!
- ★ New game modes, including Challenge Mode, Eliminator and two-player split-screen races!
- ★ Bangin' music from cool dance acts, hand picked by Musical Director DJ Sasha!






RALLY MASTERS

BY: DIGITAL ILLUSIONS **PLAYERS: 1-8 PLAYERS** **RELEASE: TBC**

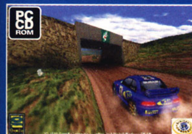
More info and pictures of Gremlin's potentially massive rally racer from the producers of *Motorhead*.

THE IDEA:
Gremlin's forthcoming rally game is looking impressive, with tons of official features, cars and drivers. *Rally Masters* should have no trouble standing up to *V-Rally 2* and *Sega Rally 2* later this year. See: www.rallymasters.com for more info.













The PlayStation game has many of the graphical touches of the PC version, including tasty reflections in puddles!

Early versions of the PC game look excellent already. Look at the cool reflections in the windows of the cars!

BEST FEATURES:
- ★ More than 22 cars, 23 drivers from throughout the years, 51 tracks, and four Championship Game modes.
- ★ Visible car damage which affects performance, mud which sticks to bodywork, translucent glass, lens-flare, skid marks, reflective puddles, and more little touches.
- ★ Two players on PlayStation, four players on Nintendo 64, and internet play for PC (and maybe Dreamcast) owners.
- ★ "Sample tiling", which randomly puts together sound effects each time so they're never the same. Plus your co-driver speaks six different languages!



PSYCHIC FORCE 2012

BY TAITO | 1-2 PLAYERS | OUT NOW (JAPAN)

Voted best fighter of '98 – yes, ahead of *Fighters 98*, and *VF3tb*!

The Idea:
Second in the series of radically different 'all-range' fighting games, where characters float inside of a cube. You fight within a 360 field, making full use of range to target psychic projectiles or lay on point-blank kicks and punches.







Best Features:
★ Sure to make you rethink the way fighting games can be played. You won't get bored playing this.

★ Three-button command system accesses a wide-range of moves.

★ Cool special effects associated with sure killing techniques. Well, check out the pictures here!

★ Think fast to get the moves you want, at the right time.



CARRIER SURVIVAL HORROR

BY JALECO | 1 PLAYER | OUT TBC

Another *Resident Evil* style of game, this time set on a boat.

The Idea:
You find yourself stranded on an aircraft carrier, all the crew half-dead, or undead and out for your blood. You've got 10 hours to get the bottom of this heinous mystery, blow the brains out of ex-comrades skulls, and crap in your pants.







BEST FEATURES:
★ Four teammates who you are also responsible for. Be careful not to shoot them.

★ More than one plot to enact, so you'll need to play more than once to see everything.

★ Multiple endings too, even more reason to come back for more. If you can handle it!

★ Scope System – sort of like a sniper scope – that allows you to scan distant areas.

★ Under no circumstances play this game if you're a nervous person. It's really shocking.



VELOCITY

BY CRITERION | 1-16 PLAYER | OUT SEPTEMBER

Introducing 'air boarding' – the sport of the future.

The Idea:
A hyper take on 'boarding, where you rocket through future cityscapes on a hover-board! It's a race to the finish, but you also score points for performing the coolest stunts on earth, 2012. Practice until your fingers bleed!



Link complex tricks to look cool, score big.





BEST FEATURES:
★ Find the coolest route around a city – there's no pre-set circuit for you to follow.

★ 16 play modes, with 'Bomb Tag', 'Stunt Challenge', and 'Time Attack'.

★ Real world physics worked into all the game's characters and their boards.

★ Complex but rewarding stunt system for guys to hone skills and show off.

★ Uses Dreamcast's Visual Memory portables to save board information, etc.



BLUE STINGER

BY CLIMAX GRAPHICS | 1 PLAYER | OUT NOW (JAPAN)

***Resident Evil* style adventure set in a future world with aliens.**

The Idea:
You control a Special Sea Rescue agent, dragged back off holiday to sort a problem back at base. It happens that most people there have transformed into mutants! It's your task to show them no mercy, in Dreamcast's most graphically intense game to date.



Oh yeah?! Suck my lizard you freakin' moron!





BEST FEATURES:
★ Cool storyline, tying in the extinction of the dinosaurs with the future.

★ Genuinely SHOCKING moments, to make *Resident Evil* look timid.

★ Skins on the monsters look very convincing, some incredible visuals.

★ The ability to switch between characters is innovative and works well.

★ Even the heroes cannot escape the disease. You have been forewarned.



GET BASS

BY SEGA | **1 PLAYER** | **OUT NOW (JAPAN)**

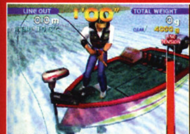
Dreamcast version of the funkiest sight-based arcade game around.

The Idea:
Catch the biggest bass in the water in arcade mode, get to secret location to catch the biggest fish. Compete with 40 other fishermen in a tournament mode, with all-new locations and different times of day and weather conditions that affect the fish's behaviour.



Phwoar! You can feel the fishy thrils already!





BEST FEATURES:

★ 'Rod' responds to angle and force – you cast just like you would in real life.

★ All new extras for the Dreamcast version, extending the challenge.

★ Secret locations available to trawl for bass of truly epic proportions!

★ You don't have to love fishing to love this game. It's brilliant no matter who you are!

★ Our 'top tip' for Dreamcast to impress a new audience in the UK this September.





Believe us, *Get Bass* will become the hottest game on DC!



Dreamcast | 30% COMPLETE

FIGHTING GAME	BY NAMCO
JULY RELEASE (JAPAN)	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY NAMCO TEL N/A

Feast your eyes on Namco's Dreamcast update of their most recent arcade fighter. Cutting edge in every way.



Reasons to buy a Dreamcast are coming thick and fast. Not least that Namco, producers of the *Ridge Racer*, and *Tekken* series, are dedicated supporters. First up from these guys is last year's 'underground' hit, *Soul Calibur*. In the arcades this sword-and-sorcery fighter is still viewed as being pretty advanced, technically. Along with the graphic effects, the game-play style is also enhanced to satisfy more demanding players. On Dreamcast the entire package is boosted 200%.





SOUL BROTHER

This is the sequel to the popular *Soul Blade* which recently had its price slashed to £19.99 as part of the Platinum range on PlayStation. You'll find the hard-core fight fans are very critical of the simple command system, however *Soul Blade* was the first combat game to feature sidestepping for all characters. On balance *Soul Blade* delivered a significant advance to the 3D-fighting arena. The arcade follow-up, combined with the success of the Dreamcast version, should put the series well and truly on the map.



The skin looks almost real in this game. Pity we have to show you Voldo's ass just to get the point across though!



This game is only 30% complete, but already the special effects and detail look better on Dreamcast than in the arcade.



Hope you can make this out – check the detail on the girl's neck. Proof of how complex the character models are.



Oof! Mitsurugi offers to trim Ivy's bikini line. He could be a lot more careful! Again the effects on his sword are outstanding.

NEW SOULS FOR THE SLAUGHTER

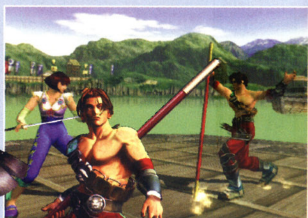
For CVG readers who are already in love with the *Soul Blade* universe, here's some funky art and amazing DC screen-shots of the newcomers.







You have got to be kidding! Surely this guy isn't fair? Astaroth is his name. Maiming is his game.



Kilik is the new all-rounder. A good balance of strength and speed, with some damaging float combos built into his repertoire. Round the bow goes, where it stops... ouch.



TEMPERING THE BLADE

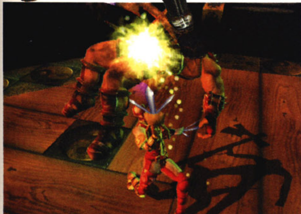
You'll be getting more than the arcade game with DC *Soul Calibur*. The technology inside of Dreamcast is much more powerful than the arcade original, enabling much more detailed, sharper-looking characters and arenas. Likewise the fluidity of game-play has been improved, with a constant 60 frames-per-second screen update. We're also promised new game-play modes most likely a team battle and story option.







If you think the *Tekken* features too-complicated moves, try *Soul Calibur* for size! The strategy required for this game is huge.



Voldo takes to pruning Astaroth's ass. Showing you how the camera angle shifts for dramatic effect. Superb detail on the shadow too.

DISMEMBER THE SYSTEM

We already told you how *Soul Blade* introduced sidestepping. Well the successor is the first of its kind to allow the 'eight-way run'. Just tap any direction twice, and hold on the second, to run in one of eight directions. This opens up the game both in terms of offense and defence.

Another newcomer to fighting strategy is 'Shifts' – commands that affect a technique after it has begun. You can dummy your opponent in a number of ways, leading them to believe that the start-up animation will mean one thing but in fact delivers another. *Soul Calibur* goes beyond the rather shallow first impressions, for sure.

















Astaroth, and Ivy kicking ass!



We can't tell you how much time we have spent admiring Ivy's moves. What an interesting girl.

Nightmare! No, that's his name. Just say you like his sword.

CUT TO THE CHASE

We're expecting to see *Soul Calibur* on Dreamcast in July, when it will be available to buy in Japan. No UK date confirmed just yet. However we understand that Sega are considering taking the game for Europe. Soon as we know you will too.

BUILD LUKE, BUILD!

STAR WARS

(THE TOYS STRIKE BACK

DON'T GET BLOCKY KID

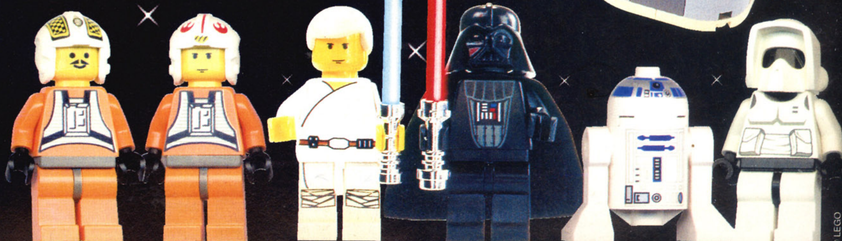
We haven't played with a LEGO set for many years, but we think this new range is going to start a big resurgence for the little plastic bricks.

Star Wars LEGO has arrived, with vehicles and characters from the famous trilogy in stores now. Fans of the films can build the memorable ships, or better still create your own.

The attention to detail is fantastic, in the Speeder Bike™ set Luke Skywalker has a black gloved bionic hand. Remove Darth Vader's helmet and you can see Anakin Skywalker's scarred face, just like at the end of Return of the Jedi, wow!

If you like what you see, you'll be pleased to know more sets will be available soon, including some based on Episode 1 vehicles and characters. We can't wait!

1	Y-WING™ AND TIE FIGHTER™	£40 by LEGO
2	X-WING FIGHTER™	£25 by LEGO
3	SPEEDER BIKES™	£8 by LEGO
4	LANDSPEEDER™	£6 by LEGO



MAY THE BRICKS BE WITH YOU!

STAR WARS

FREEPLAY

WOT NO MODEM?

Here at CVG we believe that on-line gaming and the internet are Sega's best option for attracting casual gamers to Dreamcast. Meanwhile, Sega Europe remains tight-lipped on their plans for the console's modem.

Every Dreamcast in Japan comes with a modem built into the console, in addition to web browsing software. However it's looking increasingly likely that Sega Europe will make the modem an optional extra to people over here. The latest rumour suggests that it will be made available in a package with the first game to feature internet play - which US sources have identified as Accolade's Redline (the PC version scored 1/5 in issue 209.) Sega Europe say they haven't yet made a final decision on this matter, but we should know the full story by the end of May.

Unless the modem comes included with the hardware itself Dreamcast is unlikely to take off. As a cheap alternative to a multimedia PC, Dreamcast could become popular as a family internet system and powerful games machine, but only if it is made extremely easy to set up. Casual users aren't likely to buy the console, then a modem, then web software - instead, only more hardcore gamers would get to appreciate Dreamcast's online capabilities, which is a shame for everyone.

So this is CVG's last-minute attempt to convince Sega of the importance of including a modem with each and every Dreamcast this September, giving the system a clear advantage over PlayStation – something that a forthcoming line-up of excellent games won't necessarily do for the majority of the UK.

We also want to hear your views – just how important do you think online gaming is, and will become? Let us, and Sega, know what's on your mind by writing to:

MAILBAG, CVG
EMAP Active Limited
37-39 Millharbour
The Isle Of Dogs
London E14 9TZ

From our point of view, CVG has no problems getting right on board with Dreamcast. The games we're playing right now are some of the best we've ever had the pleasure of getting to grips with. You only have to spend five minutes with *House of the Dead 2*, or *Power Stone* to know you're hooked.

THE LATEST DREAMCAST LAUNCH RUMOURS

Games industry trade paper CTW printed what they believe to be details of Sega's Dreamcast launch titles, though Sega refuse to comment on how accurate they are. The console is said to come with a demo disc, and the following games will be on sale from the 23rd September: *Red Dog* (a tank battle game by Argonaut), *Sonic Adventure*, *Metropolis Street Racer*, *Geist Force* (space shooting game from Sega America), *Wrestling*, *Golf*, *Buggy Heat* (not-very-good Japanese racing game), *Gutherman* (a mysterious game by No Cliché – originally part of Delphine), *Virtua Fighter 3tb*, and one other title.

At least 30 games will be available by Christmas, but if this initial line-up is accurate, it has to be said that Dreamcast's launch isn't going to be as spectacular as we had hoped. Sega have a lot of work to do if they're going to make Dreamcast a success before Next Generation PlayStation is released in the year 2000, so this launch has to be spot-on.

READERS' MOST WANTED CHART

Almost everyone seems to be gagging for Sega's Dreamcast at the moment, with *Sonic Adventure* being the game you most want for it. Someone asked for Emmanuel Petit to stay at Arsenal too.

1	DREAMCAST	SEGA
2	SONIC ADVENTURE	DREAMCAST
3	POKEMON	GAME BOY
4	SEGA RALLY 2	DREAMCAST
5	SHENMUE	DREAMCAST
6	PLAYSTATION 2	SONY
7	FINAL FANTASY VIII	PLAYSTATION
8	THEME PARK 2	PC CD-ROM
9	ZELDA 64 2	NINTENDO 64
10	HOUSE OF THE DEAD 2	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

RED-HOT RUMOURS! HOTTER THAN MACCY D'S APPLE PIE FILLING!

- American Dreamcast launch titles are said to include exciting things such as *Mortal Kombat Gold*.
- Sega and Konami are working together to develop a dancing game for the Naomi arcade system, similar in style to *Dance Dance Revolution*. It will use a new hexagon-shaped controller to allow more advanced moves.
- *Virtua Cop 3* in development for Naomi, supposedly with support for four players at once!
- Naughty Dog are rumoured to be working on a *Crash Bandicoot* racing game. Not sure whether he'll be running or driving. Or skateboarding.
- UK and US Dreamcasts may have a new startup sequence to replace the bouncing ball and swirly logo. Expect something to show off the machine's 3D capabilities instead.
- The excellent *Jimmy White's 2: Cueball* is rumoured for release on Dreamcast, complete with full internet play modes.
- The American version of *Sonic Adventure* will have new tunes from rock legends such as Nine Inch Nails' Trent Reznor (he did the moody PC *Quake* soundtrack).
- Capcom's classic *Ghosts N' Goblins* is coming out on Bandai's Wonderswan handheld system.
- The reason *Omega Boost* on PlayStation plays so much like Sega's *Panzer Dragoon* games is that it has lead designers and programmers from Team Andromeda working on it.
- A new *Battle Arena Toshinden* from Takara on PlayStation soon!
- A *Diddy Kong Racing* game of some sort will appear on Game Boy Color before the end of this year.
- Capcom are to release a new *Resident Evil* on PlayStation this year. *Resident Evil: Nemesis* uses the *RE2* game engine, and is set 24 hours before the last game, showing Raccoon City under attack!

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FREEPLAY HIGH SCORES



If you want to be the best, and you want to beat the rest, dedication's what you need. That's if you want to be a Record Breaker, of course. If you want to be a High Scores star you just need to put on a game, trundle through a bit of it, get an average score and send it in. Chances are you've beaten most of the UK's gamers in one go!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

METAL GEAR SOLID (PLAYSTATION)

VR TRAINING TIME ATTACK
Stage 0001 00:03:96
William Pilling (WIL), Merseyside

Stage 0002 00:06:46
William Pilling (WIL), Merseyside

Stage 0003 00:12:73
William Pilling (WIL), Merseyside

Stage 0004 00:07:98
William Pilling (WIL), Merseyside

Stage 0005 00:05:45
William Pilling (WIL), Merseyside

Stage 0006 00:06:65
William Pilling (WIL), Merseyside

Stage 0007 00:08:35
William Pilling (WIL), Merseyside

Stage 0008 00:07:98
Christopher Keys (CJK), Crayford

Stage 0009 00:16:04
Matthew Hopkins (MAT), Crewe

Stage 0010 00:10:35
William Pilling (WIL), Merseyside

RIDGE RACER TYPE 4 (PLAYSTATION)

HELTER SKELTER
Best Lap 41"181
Matthew Pilling (MAF), Merseyside
Best Race 2'08"949
Matthew Pilling (MAF), Merseyside

WONDERHILL
Best Lap 1'02"253
Matthew Pilling (MAF), Merseyside
Best Race 3'15"487
Matthew Pilling (MAF), Merseyside

EDGE OF THE EARTH
Best Lap 45"108
Matthew Pilling (MAF), Merseyside
Best Race 2'22"913
Matthew Pilling (MAF), Merseyside

BRIGHTEST NIGHT
Best Lap 49"730
Matthew Pilling (MAF), Merseyside
Best Race 2'33"631
Matthew Pilling (MAF), Merseyside

HEAVEN AND HELL
Best Lap 56"503
Matthew Pilling (MAF), Merseyside
Best Race 2'59"521
Matthew Pilling (MAF), Merseyside

SHOOTING HOOPS
Best Lap 24"409
Matthew Pilling (MAF), Merseyside
Best Race 2'30"495
Matthew Pilling (MAF), Merseyside

OUT OF BLUE
Best Lap 48"388
William Pilling (WIL), Merseyside
Best Race 2'32"191
William Pilling (WIL), Merseyside

PHANTOMILE
Best Lap 26"435
Matthew Pilling (MAF), Merseyside
Best Race 1'22"977
Matthew Pilling (MAF), Merseyside

TOMB RAIDER 3 (PLAYSTATION)

QUADBIKE TRACK
34"03 **Danny H (DAN), Rochdale**

TOCA 2: TOURING CARS (PS)

THRUXTON
Best Lap 1'07"92
G. Edwards (STEOST 99), Cheshire

SILVERSTONE
Best Lap 1'11"35
G. Edwards (STEOST 99), Cheshire

DONINGTON
Best Lap 1'00"36
G. Edwards (STEOST 99), Cheshire

BRANDS HATCH
Best Lap 38"56
G. Edwards (STEOST 99), Cheshire

OULTON PARK
Best Lap 50"62
G. Edwards (STEOST 99), Cheshire

CROFT
Best Lap 1'13"54
G. Edwards (STEOST 99), Cheshire

SNETTERTON
Best Lap 1'03"75
G. Edwards (STEOST 99), Cheshire

KASTL-BAVARIA
Best Lap 1'08"74
G. Edwards (STEOST 99), Cheshire

STREET SKATER (PLAYSTATION)

Stage 1 21750
William Pilling (WIL), Merseyside

Stage 2 28892
William Pilling (WIL), Merseyside

Stage 3 32047
Andrew Densley (ACD), Bath

Half Pipe 12810
William Pilling (WIL), Merseyside

Bowl 14984
Andrew Densley (ACD), Bath

High Air 1580cm
Andrew Densley (ACD), Bath

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'03"15 (Yoshimitsu)
Rasul Mastofa (RAS), East London

SURVIVAL MODE
594 Wins (Heihachi)
Syed-Momin-Islam (MO), Shrewsbury

TEKKEN FORCE
193980 (Law)
Sajid Varachia (SAJ), Manchester

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

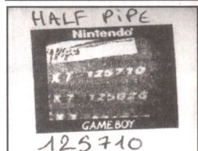
V-RALLY (PLAYSTATION)

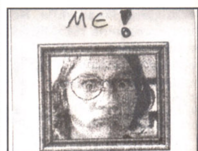
EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

1080° SNOWBOARDING (N64)





Toom Van Craeyevelt is a psycho, but he's hot at *1080°*.

HALF PIPE
Best Score 125710
Toom Van Craeyevelt, Belgium

AIR MAKE
Best Score 51800
Toom Van Craeyevelt, Belgium

CRYSTAL LAKE
Best Time 1'03"16
Brad Henderson (ZOO), Blackburn
Best Score 6186
Will Crossland (WAC), Upperthong

CRYSTAL PEAK
Best Time 1'28"20
Matthew Orlinski (MAT), Gwynedd
Best Score 72786
Mark Dolan (MD_), Co. Tipperary, Ireland

GOLDEN FOREST
Best Time 1'22"03
Brad Henderson (ZOO), Blackburn
Best Score 68188
Mark Dolan (MD_), Co. Tipperary, Ireland

MOUNTAIN VILLAGE
Best Time 1'31"17
Damien Orchard (DAM), Hereford
Best Score 63856
Mark Dolan (MD_), Co. Tipperary, Ireland

DRAGON CAVE
Best Time 1'27"54
Matthew Orlinski (MAT), Gwynedd

Best Score 78527
Mark Dolan (MD_), Co. Tipperary, Ireland

DEADLY FALL
Best Time 1'09"63
Chris Keys (CJK), Crayford
Best Score 139374
Rob Copeland (ROB), Copthorne

CONTEST SCORE
233883
Mark Dolan (MD_), Co. Tipperary, Ireland

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 20"05
Peter Veal, Bury St Edmunds
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"29
Peter Veal, Bury St Edmunds
Best Race 36"99
Peter Veal, Bury St Edmunds

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 17"55
Peter Veal, Bury St Edmunds
Best Race 54"83
Peter Veal, Bury St Edmunds

PIRATE LAGOON
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'02"97
Peter Veal, Bury St Edmunds

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

TREASURE CAVES
Best Lap 13"09
Peter Veal, Bury St Edmunds
Best Race 42"47
Peter Veal, Bury St Edmunds

EVERFROST PEAK
Best Lap 26"76
Peter Veal, Bury St Edmunds
Best Race 1'20"97
Peter Veal, Bury St Edmunds

WALRUS COVE
Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'33"66
Peter Veal, Bury St Edmunds

SNOWBALL VALLEY
Best Lap 16"66
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 24"03
Peter Veal, Bury St Edmunds
Best Race 1'20"00
Peter Veal, Bury St Edmunds

WINDMILL PLAINS
Best Lap 28"02
Peter Veal, Bury St Edmunds
Best Race 1'33"01
Peter Veal, Bury St Edmunds

HAUNTED WOODS
Best Lap 16"49
Peter Veal, Bury St Edmunds
Best Race 52"61
Simon Porteous (SIM), South Wales

SPACEDUST ALLEY
Best Lap 32"15
Peter Veal, Bury St Edmunds
Best Race 1'44"67
Peter Veal, Bury St Edmunds

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 27"21
Peter Veal, Bury St Edmunds
Best Race 1'29"17
Peter Veal, Bury St Edmunds

SPACEPORT ALPHA
Best Lap 29"79
Peter Veal, Bury St Edmunds
Best Race 1'46"67
Peter Veal, Bury St Edmunds

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

HOUSE OF THE DEAD (ARCADE)



Michael's looking healthy this month, don't you think?

85,300 (All scientists saved)
Michael John Laxton (MJL), Manchester

HOUSE OF THE DEAD 2 (ARCADE)



Oh dear. He's started on *House Of The Dead 2* as well.

81,315 (All civilians saved)
Michael John Laxton (MJL), Manchester

TIPS



THE LEGEND OF LOMAS

Every legend has a beginning... And, alas, every legend has an end. After years of searching for the true meaning of life with the assistance of the world's greatest tipsters, I am retiring. There is NO meaning of life, and while tips and cheats may be the best thing IN life, they're aren't life itself. Sorry to break it to you like this, my friends. Peace be with you...

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send tips or guides to this e-mail address.We're only interested in things you've discovered for yourself, and only for recent exciting games that people might actually care about. We don't really want cheats for *Bubsy 3D*, thanks very much.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

GEX: DEEP COVER GECKO

To access the Debug Mode, **pause the game, hold R2 and press Up, Circle, Right, Up, Left, Right, Down.** You should hear a noise. Unpause the game and press **Select** to bring up the Debug Menu with a level select option among others.

For invincibility, pause the game, **hold L2 and press Down, Up, Left, Left, Triangle, Right, Down.**

To be able to use the Select button to force Gex to make an hilarious comment at any time, pause the game, **hold L2 and press Down, Right, Left, Circle, Up, Right.**

If you collect all four vault collectibles from the secret levels you will open up the GEXVault in the GEXCave. From there you can enter these extra cheats to access some cool bonuses:

INVINCIBILITY
Square, Star, Triangle, Square, Triangle, Diamond

EXTRA LIFE
Triangle, Circle, Star, Square, Square, X

TEN LIVES
Square, X, Circle, Circle, Triangle, Square

PLAY AS ALFRED
Square, X, Triangle, Square, Star, Star

PLAY AS CUZ
Square, Diamond, Square, Square, Triangle, Diamond

PLAY AS REX
Square, Star, Star, Square, Triangle, Triangle

EIGHT HIT PAWS
Square, Diamond, Triangle, Triangle, Star, Diamond

VIEW FMV SEQUENCE 1
Circle, Triangle, Square, Star, Diamond, Star

VIEW FMV SEQUENCE 2
Diamond, Star, Square, X, Triangle, Circle

VIEW FMV SEQUENCE 3
X, Diamond, Star, Triangle, Triangle, Circle

VIEW ALL FMV
Star, X, X, Circle, Square, Triangle

NINTENDO 64

V-RALLY EDITION '99

For more cars, go to the title screen (with "Press Start" on it) and press **L+R, C-Left, C-Right, then L+R together** again. Now head to the options screen, **hold Z and press L.**

To access the cheat menu, go to the title screen (again, with "Press Start" on it) and press **L+R, C-Left, C-Right, L+R, then Start. Now hold Z and repeatedly tap L** until the cheat menu appears.

MICRO MACHINES 64 TURBO

Pause the game while playing and enter any of these codes using the Cross-Key and C-Buttons.

BEHIND CAR VIEW
Left, Right, C-Left, C-Right, Left, Right, C-Left, C-Right

DOUBLE SPEED
C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down szzz

SLOW CPU CARS
C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down

ANY OBJECT
Down, Down, Up, Up, Right, Right, Left, Left

BIG BOUNCE
C-Left, Right, Right, Down, Up, Down, Left, Down, Down

DEBUG MODE
To turn on Debug Mode, pause the game while playing and press **C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down.** Now you can access more strange goodies by pressing the button combinations below:

QUIT AND WIN
Press Z+C-Down

CHANGE CAMERA
Hold Z and press Up, Down, Left or Right

CHANGE CAMERA ZOOM
Hold Z and press L or R

BLOW UP ALL CARS
Hold X+C-Up+C-Right+C-Left

TURN PLAYER INTO CPU
Hold Z and press C-Left

VIGILANTE 8

These passwords give you various extra goodies – just enter them as you would any other password.

LIVING_FOREVER God mode
GANGS_UNLOCKED All vehicles (except the Alien)
GIMME_DA_ALIEN Alien vehicle
LEVEL_SHORTCUT Open all levels
I_AM_TOUGH_GUY Super-hard difficulty
MIX_MATCH_CARS Players can use the same vehicle
MAX_RESOLUTION Super high-resolution mode
MISSILE_ATTACK Enhanced missiles
FIRE_NO_LIMITS Rapid-fire weapons
A_MOON_GETAWAY Low gravity
GO_REALLY_SLOW Slow motion
LONG_SLIDESHOW View all endings

And here are the hidden attacks for the regular weapons. Do these while playing the game – the amount of ammo each will use up is also listed.

HALO DECOY
Up, Up, Down, Fire Machinegun
Costs 2 Interceptor Missiles

STAMPEDE
Up,Down, Up, Fire Machinegun
Costs 5 Bull's Eye Rockets

TURTLE TURNOVER
Down, Down, Down, Fire Machinegun
Costs 2 Sky Hammer Mortar Shells

COW PUNCHER
Down, Up, Down, Fire Machinegun
Costs 2 Bruiser Cannon Shells

CACTUS PATCH
Left, Right, Up, Fire Machinegun
Costs 2 to 6 Roadkill Mines

PC CD-ROM

GRAND THEFT AUTO: LONDON 1969

Type in these codes while playing to access various cheats.

rommel
Debug mode
flashmotor
Level select
superwell
Level select
travelcard
10x multiplier, infinite lives, press '*' for all weapons
averyrichman
£999,999,999
These codes all gives you infinite lives:
iamgod, iamfilth, 6661970, tithead

These ones gives you infinite lives, plus you can press the '*' key to give yourself all the weapons:
tourettes, ohmatron, pieandmash, asawindow, notourettes, deathtoall

And these will all give you £999,999,999, all the items, plus you can press the '*' key for all the weapons:
uaintnuffin, psychadelic, silence, driveby, herc

BRIAN LARA CRICKET

Enter these as classic match passwords to get the groovy bonus modes.

CMBRLARA Super batsmen
NONOTOUT Bails don't come off
TIMEWARP Fast match
MEDICINE Big ball

FREEPLAY FAN

Are you in love? Does your head spin at the thought spending time with your beloved console? Do you hum the tune from level 3 of your favourite game while walking down the street? Do you manage to turn every conversation you have with people into one about your 'special game'? Spread some love with FreePlay Fan!

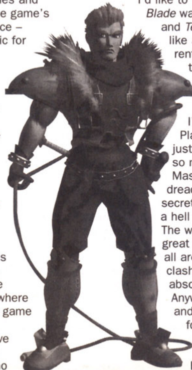
Dear CVG,
Whilst graphics and gameplay are initially the most striking elements of a game I would like to say something about music. Music does many jobs in a game. It can set the mood by creating a particular atmosphere such as the moody string arrangement of *Resident Evil* or the eerie soundscapes of *Doom*. It can warn you of danger as with the sudden bursts of dramatic music in *Tomb Raider*. It can reward you with soothing passages of calm melodies – *Zelda* (SNES), after defeating a boss, is a good example. And most subtle of all music can help in identifying areas of huge maze-like games such as *Super Metroid*, *Castlevania* (PlayStation) and *Panzer Dragoon Saga*.

Soundtracks are no longer limited by the technology of the 8-bit or 16-bit machines, although some wonderful music was squeezed out of the old technology by inventive composers and programmers. Now we have CD storage space to accommodate great orchestral compositions. The sheer variety of music featured in a single game can be surprising. Straightforward 3D blasters like *Duke Nukem* and *Exhumed* have varied and often quite subtle mood-setting music. And can anyone imagine *Quake* being quite as disturbing without Trent Reznor's weird cyber-metal soundtrack?

Other games feature ambient music which becomes and essential part of the game's depth and experience – Robyn Miller's music for *Myst* and *Riven*.

But are video game soundtracks like film soundtracks, which are great when you're watching the film, but don't often stand up by themselves? I would argue that game music is now so good that it does stand up as music in its own right, a fact that has been recognised in Japan and, to some extent, the States where it's possible to buy game music on CD.

I would really love to see this happen here. Who of us who have battled our way through the *Tomb Raider* series wouldn't love to have all that great Nathan McCree music in a specially-packaged CD with artwork and information on how it was composed? Or relive those jumpy moments in *Resident Evil* enjoying the thrill which those great string arrangements encourage. And finally how could anyone not want the opportunity to listen to the brilliant arrangements and fantastic compositional skills of Michilu Yamane's monumental soundtrack to *Castlevania: Symphony Of The Night*!
Cheers,
Craig Smith


Even more praise for *Castlevania: SOTN*'s amazing soundtrack!

Dear CVG,
I am writing to agree and support Alan Devally about his Freeplay Fan letter which was printed in issue #209.

I totally agree with him about *Broken Sword* being the best game ever, except I think *Broken Sword 1* is better than *Broken Sword 2*. Anyway, they are both great games and please!, please!, please! could you TELL ME IF THERE IS GOING TO BE A *BROKEN SWORD 3*?
Yours sincerely,
Ciaran Reilly
PS. Super mag!

Dear CVG,
I'd just like to say that no beat 'em up is complete without weapons. You'll probably think I'm mad but my favourite game is *Soul Blade* because of the sound of swords clashing, the amazing film intro and the swing of Rock's axe.

I'd like to know why *Soul Blade* was hardly popular and *Tekken 3* is treated like a God. I have rented *Soul Blade* 19 times and I don't get bored.

I've bought it twice over and I'm even buying a PlayStation (again!) just to get it. There is so much to do, Edge Master mode is dreadly and getting the secret characters takes a hell of a lot of time. The weapon energy is a great idea, but best of all are the weapon clashes which are absolutely spectacular. Anyway, I'm off for now and I just can't wait for *Soul Calibur*.
Yours faithfully,
The *Soul Blade* Master
Gerald O' Donnell

Dear CVG,
This is just a letter to say that you guys are the best. Keep the mag at £1.50 (please) and that the best game in the world ever is *Soul Blade*!

I mean just take a look at it. No it's not just another fighting game, in this one you get to use and collect weapons – and seriously cool ones at that. The characters are just awesome and I don't think I can go any further without saying that my favourite character has got to be Taki. The reason being is that in a game like *Soul Blade* you need looks, speed, power, a kinky little all-in-one red outfit and a pair of breasts to match Lara Croft's. Don't you agree?

Although most games of the 3D fighting genre don't last as long as 2D ones like *Street Fighter*, *Soul Blade* has lots of options and you can humiliate everyone who plays the two-player mode with you because you mastered every character's Critical Edge move.

One more thing before I go; if you haven't bought it yet, you must and now that it's gone Platinum it only costs £19.99 so what are you waiting for – buy it!
Yours sincerely,
Kenneth Payne

Dear CVG,
After completing *Tekken 3* for about the 157th time, I decided I needed something else to entertain my gaming needs. I searched under my ever-growing pile of computer mags and, after some time, retrieved my old, but not forgotten little buddy, the Game Boy. I dusted it off and popped in *Mario Land 2*.

After just 5 minutes of playing, I was hooked! I couldn't put the bloody thing down! My feelings for this little wonder had come back once more. I then realised that the Game Boy is the greatest console on Earth. Far more superior than the PlayStation or Nintendo 64, gameplay wise. It's not the graphics that matter, so long as the game's fun, right?

Since "The Big N" launched the Pocket Game Boy, the Pocket Camera and Printer, I knew that there was still life in the old lad!

And now they've released the brilliant Game Boy Color, Nintendo really have established their place in gaming history!

Give yourself a pat on the back Nintendo, for making the World's greatest handheld games system! You deserve it!
Lee Drage

Link caused Martin Baloch to literally explode!

CVG note: We got this next letter quite a while ago and put it aside, then only found it again recently. It's old, but well worth reading.

Dear CVG,
Salutations oh great ones! I thought I should write in and tell you about the greatest event in my short-lived life. A few CVG magazines ago, I remember opening the magazine and glancing over the headlines. There were the usual ones about big developers opening their eyes to the amazing world of Nintendo and signing up to develop the next big thang (game). These were all unsurprising to someone who has always stood by Nintendo and knew that they were the true kings of the computer industry. But today was different. I saw a headline that wrenched my eyeballs from their sockets, hollowed them out, then lent them to the local Ping-Pong club for a ten match tournament. After purchasing a new pair I re-read the headline, this time wearing a pair of eye-stoppers. "*LEGEND OF ZELDA* GETS PRE-CHRISTMAS RELEASE DATE".

After reading this news I became a zombie, but not the usual flesh-eating type, I was a zombie with a *Goldeneye*-style objective. This objective was to go to the nearest Electronics Boutique and reserve this game. So I rushed down to Stockport, burst into the store and shouted "RESERVE ME *ZELDA* BEFORE I UNLEASH THE HOUNDS OF HELL UNTO YOUR NETHEREGIONS!". Needless to say they were faster than usual to help me. Then they told me another piece of good news (Two in one day – wow!). Because I owned a loyalty card I would receive double points for reserving this game! Needless to say I literally exploded with happiness.

And the moral of this story is that Nintendo brings goodness into your life (or craziness, either way it's going to be fun).
Martin Baloch, Manchester

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

What are you doing Dave? Welcome to another spectacular feast of your gaming ideas, where gamers join an elite crusade by describing the games they'd like to play, you too can join the fight by sending in your suggestions. Wait a minute, if this is the last Freeplay that must mean that Melting Pot is no more! So what am I doing writing this, I'm off!

... Daisy, Daisy give me your answer do...

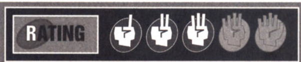
... Melting Pot will return!



TWO PRIVATE DICKS

© Robert Elmandi and Lee Atkinson, 1999
Our idea for a game is about two private detectives who are investigating a murderous series of killings in New York, where 'The Detectives' (the name of their agency) is stationed. It's run by an extremely short tempered boss. You play as Robert George Elmandy and Lee Atkinson (we hope it doesn't matter that we've used our own names), who are strange , swearing, comical detectives – they make cut-scenes and in-game speech very humorous. The game is viewed like Resident Evil and full of weapons like Colt Delta Elites, Double Eagles's, Python 357 Magnum's and lots more. You can go all over the world and travel on planes, you can even drive cars. The detectives car is an old, rubbish, dented car which makes banging noises, and smoke comes from its engines. You can also go to historical monuments and dirty magazine and gun shops to stock up on new items. Your boss pays you for success, and learning new clues on a case, you can also team-up and play together on it.

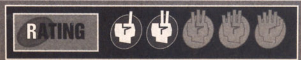
CVG: We edited a long list of weapons out of this game, young boys shouldn't be so obsessed by their pistols, guffaw.



DETECTIVE

© James Waldron, Dublin, 1999
Just why was the manager murdered? That's the question you have to answer in this 3D action adventure game, where you have to search the big city for clues and leads, interrogate the suspects and shoot the gangsters. You play as Inspector Murphy, the greatest detective the city has known. You start the game with just a pistol, but later you can get an Uzi, bazooka and super rifle. You control the conversations, making sure you say the right things, if you insult the person they might walk out on you, and if you're extra friendly they might give you a clue. The game brings you around the city from the streets to the park and up the skyscrapers and who knows? In the end you might just solve the mystery and save the girl.

CVG: What girl, and how do we know she's worth saving?

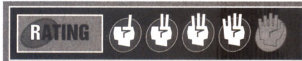




HATE THY NEIGHBOUR

© Gary Rolfe, Norwich, 1999
Hate Thy Neighbour is a game where you are a family who move to a new area. You can choose from three families; the Johnsons, the Goodsons or the Smiths. You move to a kind of friendly neighbourhood, and buy a house. You can be any member of the family, but only when they are in or near the house. Basically you get money for hating your neighbour, like *Syndicate Wars* you can switch from person to person. You can mug old ladies, run over your neighbours cat on the way home from work, join coffee mornings and sabotage them and kill people. Once you've collected enough money you move to a tougher area where you get more resistant neighbours. Later you move to Manchester streets and the last level, is the skin head terrace. You can rob houses, and use anything you can find in your quest. This game would have a two player mode on separate screens, and you can fight your friends. Even if some of your family members die you can still move.

CVG: A good idea, but a little too violent. Add more humour and you're onto a winner.



RALLY IT!

© Niall Quinn, London, 1999
Rally It! is a game of rallying with a difference. You play the navigator, screaming in your drivers ear, telling them which way they should spin the car. You start the game with almost no money at all, and are driving for a rubbish team who no-one knows about, but if you do well, you'll soon be recognised by the bigger teams.

You control the game in a *PaRappa the Rapper* type way. When you are playing there are buttons on your controller on the top of the screen which a little car lands on now and then. When the car does land on them you have to press that button and the navigator will say something like "hairpin left". You have to time it just right otherwise you'll do something wrong and end up in a ditch or roll-over into one of the crowd. This game would be for PlayStation and on the second disc you can choose to be the rally driver. Story and arcade mode would be available. In story mode you get offers from other teams which ask if you'll drive, navigate for them and get interviewed by Eurosport, and like *Gran Turismo* you get money for doing well. There would also be a link-up mode where you and your mate could be the best driving team in the world, and be rich, rich, rich! Then by accident you could erase your memory card and get battered by your friend. All the famous rally drivers would be in it, the game would be all-that! D' bomb, wicked etc.

CVG: Don't give up the day job, Sunderland need you!



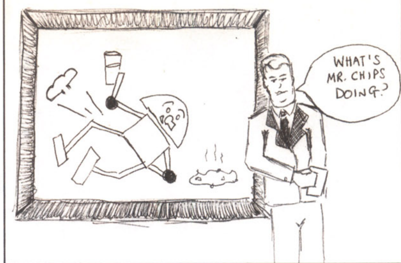
CATCHPHRASE

© O. Loompa, 1999

If American gameplayers are allowed to enjoy such treats as Jeopardy and Wheel of Fortune on their consoles, then I demand we British gamers are given the TV gameshows we've always wanted to play as well. My prime candidate for a speedy conversion would be the legendary Catchphrase with the superb Roy Walker, and that little tyke Mr. Chips. The game is played in the same way as the TV show, with you guessing the catchphrases before a computer or human opponent. Roy will chip in with comments if you stumble for an answer like "say what you see" or "what's Mr. Chips doing?". If you give a wrong answer that's a million miles from the correct one he'll say "Oh, it was good, but it's not right". I think this game would sell one copy for every console sold, and would be the most popular game in Britain ever, and set a new worldwide sales record.

CVG: Beautiful, baby.





THE PRISONER

© James' Games, 1999

Remember the old TV series starring Patrick McGoohan, well I think it would make quite a good, in fact a brilliant game for PC, PlayStation and maybe the Dreamcast.

In the game there would be two modes of play, Escape mode and Survival mode. Escape mode would be where you have to devise ways of escaping, you could build a boat out of a tree trunk, and disguise it as a piece of art like he does in the program. There are endless possibilities. In Survival mode you have to survive under interrogation from number two, or you could perhaps stand for election to be number two yourself. if you do this you open a secret game, where you play as number two and run the village. By completing Escape mode you open more secret modes, one is called Life mode, where you settle into the village and get a job as a taxi driver or a shopkeeper. The other secret mode is Interrogation mode, where you play number two and have to force number six (Patrick McGoohan) to tell you why he resigned. The game would have all the memorable dialogue and catchphrases like "I am not a number, I am a free man" and "I will make no deals".

I think this would be a brilliant game and should be made by Square Soft or Core.

CVG: We don't want a game where you have to infiltrate a base, we want to play a game where you have to escape from somewhere, and The Prisoner is a perfect scenario for it.



SUPERMARKET SWEEP: THE GAME

© Ashley Randall, Ipswich, 1999

This game is for Dreamcast only. You need a microphone plugged into port one, and a control pad plugged into port two. When you start the game, you'll see the title screen. The options screen comes up immediately after the title screen, allowing you to choose which team you're in, what sort of shop you're in (Newsagents, Toy store, PC shop etc), change difficulty, and so on. When you start, Dale Winton introduces the teams. He asks the usual questions, and you must get into the super sweep and win it! You obviously speak into the microphone, if you didn't, how would you answer Dale? The best thing about this game is that there are no adverts!!!

CVG: What about the pick 'n' mix?



THEME STRIP CLUB

© Phil Turpin, Hull, 1999

The idea of *Theme Strip Club* is to build and run a strip club and make money off tips and ticket sales. First you have to build toilets, a stage, a bar and of course the tables into your main building. Then hire the bouncers, handymen, waitresses, your manager and the lap dancers.

In the game each day lasts 12 minutes, so you can set what time and what day each stripper will perform on the stage. Get the customers in and get the dancers on the tables and the stage. The happier the customers are the more they pay and the more they come back. For bonus money you could organise stag parties and private functions.

After a while your furniture will need repairing, but if you get your manager to scout other clubs you will be able to research harder tables, that don't break when danced on, new karaoke machines, drinks, dance routines and even new costumes for your strippers to put on, and take off again.

While this is happening your bouncers would have to protect the club from troublemakers. Alternatively you could just pay the mob for more protection. As a bonus game near the end you would be able to build an audition room so you could watch your acts up close and in full movie detail.

CVG: A popular suggestion. This is one of the cleanest versions we've received. It seems lots of you want games very similar to this.



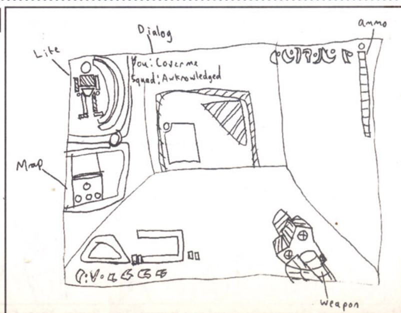
STAR WARS: STORMTROOPER

© Matt Sharp, Cornwall, 1999

This is a first-person Star Wars game that is more like *TIE Fighter* than *Jedi Knight*. You take on the role of one of the many troops in the Imperial army. You can be a standard Imperial guard, an Imperial commando, a Stormtrooper, an escaping TIE Fighter pilot an even one of the Emperor's red cloaked guards. You will be able to command your fellow troops like in *TIE Fighter*. It will play like *Rainbow 6*, except in the Star Wars universe. You will have to hunt out Rebel spies, secure Imperial outposts, attack Rebel bases, escape exploding Star Destroyers and even guard the Emperor himself. You will have to use the troop commands well to succeed. You cannot just run around *Quake* style, blowing people away. You also have to choose your squads weapons correctly to win. You can have a blaster, blaster rifle, a repeater and a rail detonator. You will receive air support from the TIE's and assault gunboats and will be backed up by AT-ATs, AT-STs, AT-PTs, speederbikes and swoops. You can also be attacked by a lightsaber wielding Luke and a blaster-toting Han Solo, don't worry you don't kill them. There will also be a multi-player mode.



CVG: A popular suggestion.



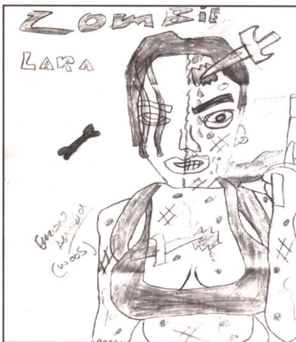


drawinz wot you dun

Looks like you lot wot got in here this munff is the last of the lucky ones. I'm not sticking around this place. My in stinks say to take my bones and turd somewhere else.

KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

This is the best collection of drawinz I've ever seen. I don't know whether to turd or give you my bones. It's a dog's life, wot I've got innit. Yes it is. Your drawins, anyway. These are all really good so give yourselves a turd for being the last people in Drawinz Wot You Dun.



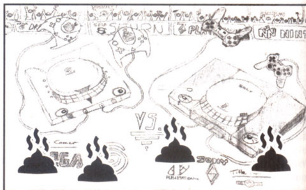
Something we don't know about Turd Raider 4, Emon Ambia? Have a bo.. hey!



Hahahaha! Hahahahah! Hehehe! I haven't laughed so much since my last master stepped in my turd. Thanks a bone, David Ali!



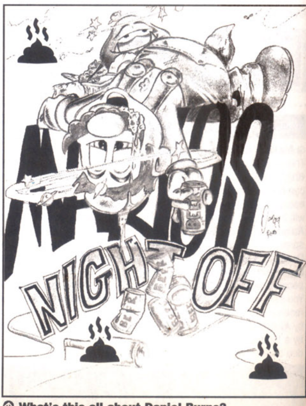
Eh? What's Andrew Sutherland been drinking?



Don't care about machines. This one's stoopid. Have some turds, Wallie Wright. Have some more.



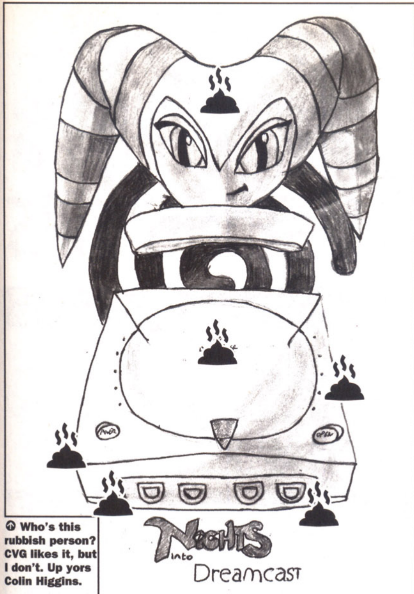
People made of turds. Resident Evil Number Two. Bonin', Annar Simonsen!



What's this all about Daniel Burns? You've got turds for brains I reckon.

drawinz wot you dun

FREEPLAY



Who's this rubbish person? CVG likes it, but I don't. Up yors Colin Higgins.



Somebody stop Mattew Reynolds from playing *Metal Gear Solid*!



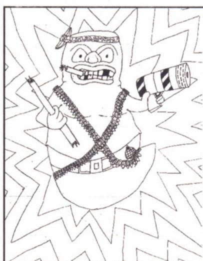
It's a special monf so Hugo gets two bits of art in my section of CVG. Only so I can say wot I think about this one though. And I think this one is like a big turd which won't come out.

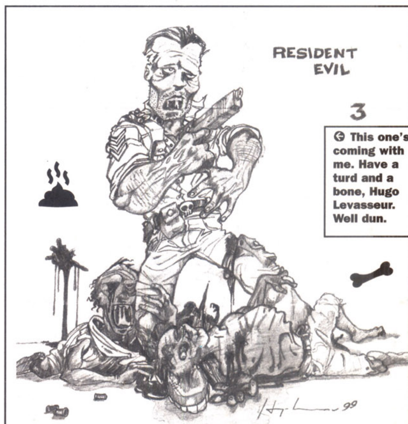
drawinz wot you dun



Skilful piece of work, Beau Seymour. Three bones 'pore voo'.

I hope this isn't a worm, James Emerson. If it is I'll throw up.

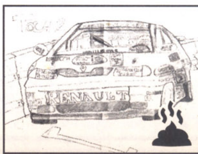




This one's coming with me. Have a turd and a bone, Hugo Levasseur. Well dun.



Talented 'W.S' needs a better script writer. I need a turd.



Don't you know dogs hate cars, Paul Andrews? Here's a bone to chew on while you think about it.

R.I.P.

drawinz wot you dun

Say good-bye, and good dog to Hunter. Turds rule.

ANYTHING you draw from now on must be shown to your parents first. If they like it, ask them if they would like to pay you for it. Not in turds though. Laters.

Championship MANAGER 3™



COACHING TIPS

The last *Championship Manager* was easy to beat, using simple tactics you could easily win the major trophies. Of course all that's changed for the sequel, there's no "unbeatable" formation, but there's plenty secrets and tips to help you on the way.

PICKING A TEAM

Before you start the game, you'd better find the right team for your style of management. While we may all want to eventually manage one of the big clubs, you'll find your reputation will be just as good if you get promotion with a smaller club, or equally important – beat the drop. The bigger clubs also pose bigger risks, as the board will expect far more of you and the opposition are the best in the country. Sure a big club may have more money, and you can pay higher player wages, but in all the games we've played the turn-over of managers in the top jobs has been very high. Choose small, learn the ropes, and within a season or two expect to be head-hunted.

Before you press that confirm button you may want to have a look at the ground capacity. It may not matter much if you want to play third division football all your life, but if you get promoted, the game tragically doesn't expand your ground. Before you know it, you'll be competing with the big boys, but not being able to field players of equal calibre because your board can't pay the higher wages.

This makes Manchester City a good club, with long-term prospects. City also has huge attendances each week so can attract decent players. Other clubs with good capacities in the lower leagues are Rushden, Huddersfield, Leyton Orient, and Fulham.

START OF THE SEASON

Pay attention to what the board expect of you in the coming season. To keep them satisfied you'll have to achieve what they want, but if you want to impress them you have to try to exceed their expectations, your reputation doesn't improve unless you do this.

Get to know your team through the pre-season – although don't read too much into the results – your players aren't fit at this stage of the season, so expect them to perform poorly. Keep an eye on who is playing really badly, or really well. You may want to get players to renew their contracts before you play any matches, keeping the good players is essential at this stage, and every team does have a handful.

← Managers change sides quite often in *CM3*, a lot more than real life. So keep an eye on the job market.

BUYING PLAYERS

Once you've decided on where your squad needs strengthening it's time to hit the transfer market. As an unproven manager it may be difficult to attract the players you want in your first season in charge, so instead you've got to search for undiscovered talent, especially if you're managing a smaller club. Be selective in who you buy, it's no good trying to sign lots of players in one season – it will effect the balance and morale of the team. Remember to keep an eye on players wages, and not make bids that could leave the club in financial trouble. If the board is forced to block an unrealistic bid they won't be too impressed by your management skills. Do this too many times and you'll get the sack, even if the team's doing really well.

Keep an eye on the progress of wanted unavailable players, even huge bids won't persuade a club to release a star player, but a drop in form, poor place in the league, injury or even change of management could persuade them to do otherwise.

Some players you may have to simply give-up on, because no matter how much money you throw at them they won't want to join your club – Zinedine Zidane is a prime example. The best advice is to simply play well, good league and cup form can make even the most loyal players think about a change.

Be careful what you promise to a new signing. Telling them they're indispensable to the club, then leaving them on the bench is no good for morale. Also don't try and fool potential players by telling them they'll get first team football, especially if you've already got other players in the same position who you've told the same. It's no good getting a better player in a position, if you're making others unhappy, keeping a good team spirit is essential to success.

Give your best players the contracts they deserve otherwise someone else will try and buy them. Players that are averaging performances over eight per game will become very attractive prospects for other clubs, but the higher you players wage, the harder it is for another club of equal size to offer more, therefore rejecting rivals bids becomes easy.

A double-edged sword in the game is the minimum fee release clause. This is a clause in a players contract that allows them to be transferred if another team makes a bid over the release fee. It's an excellent way of buying good young players for far less than they're worth, and clubs can't block the transfer. If you have players on your books who have the same clause in their contracts, give them a few games and then try offering them a new contract. If they're getting regular games, they're more likely to leave the clause out of their next contract. We have found a sneaky way of blocking minimum fee transfers however, negotiate the bid, and offer to exchange players, click on players who are worth far more than what your player is currently valued, and then wait for their next offer. It should be much more than the minimum release fee, and possibly exceeding their current value.

Sign players under the Bosman ruling, then do a quick search for players with expiring contracts. If you offer a contract before his current club try to renew the contract then you are open for discussions with the player. If they are over 23 they can join you for free, if younger than this then the fee is agreed by a tribunal. The player doesn't join you until their current contract expires – but then you knew that didn't you?

Be careful when signing players on loan spells. Don't make a deal that could cripple you financially, and don't loan someone unless you absolutely need them, and can guarantee them first team football while they're at your club. You can't go back on a deal, so if you sign someone for a long spell, they're with you for the duration. Unless the players club decide to recall him from the loan spell. Most clubs you loan from, expect you to pay up to half of the players wages, bonuses and clauses, so make sure you have the funds first.

SCOUTING PLAYERS

Be wary of signing players on free transfers at the start of the game. If you're extremely lucky you may find a future Michael Owen, but the chances are you'll end up with a dirty dozen of average players. Sensible players will send the scouts out on their travels looking for the bargains. Don't be fooled into buying only the five star players, the others have been selected for a reason too, even those with one star. A good scout needs to be able to realise player potential and judge ability. If you're looking for current players rather than future talent, then as a rule of thumb check that the players have a high adaptability rating, especially if they're foreign. The higher it is – the quicker they'll settle in. Above 15 is very good.

Using the search filters properly is essential to getting the best players. The following are recommended as being the best to find players with the right qualities for each position.

Goalkeeper:

Balance – Good
Bravery – Good
Handling – Excellent
Positioning – Excellent

Defender:

Anticipation – Very Good
Bravery – Good
Heading – Excellent (Central Defenders only)
Tackling – Excellent
Teamwork – Good
Strength – Good
Positioning – Very Good

Midfielder (Defensive):

Bravery – Good
Heading – Good (Central Midfielders only)
Teamwork – Good
Stamina – Good
Strength – Good
Tackling – Very Good
Positioning – Very Good

Midfielder (Attacking):

Acceleration – Good
Anticipation – Good
Creativity – Good
Off the Ball – Very Good
Pace – Good
Passing – Excellent
Teamwork – Good

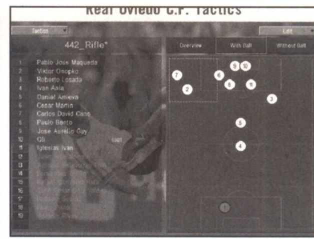
Striker:

Acceleration – Good
Anticipation – Very Good
Heading – Good
Off the Ball – Good
Pace – Good
Shooting – Excellent

The values you should be looking for depend on the level of club you're managing. For example Excellent for a Premier league side is 16+ but for a second division squad you're looking at 12 being an outstanding player.

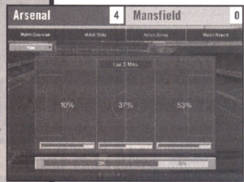
	Good	Very Good	Excellent
Premier League	10+	14+	16+
First Division	8+	12+	14+
Second Division	6+	10+	12+

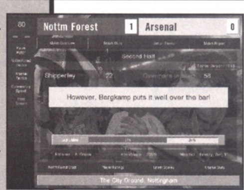
There are also plenty of hidden statistics that each player possesses, we know of the following, the remainder are still secret. Consistency, Corners, Decisions, Dirtiness, Finishing, Free Kicks, Important Matches, Injury Proneness, Long Shots, Loyalty, One-On-Ones, Penalties, Pressure, Professionalism, Sportsmanship, Temperament, Throw Ins and Vision.

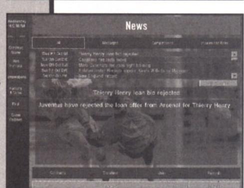


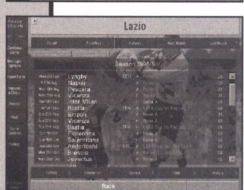
Keep an eye on international squads when chasing players.

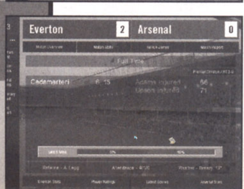
Don't change the 'with and without ball' tactics until you understand what you're doing.











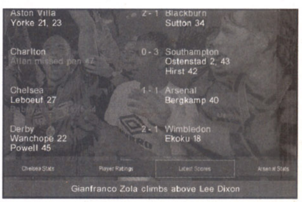
What a ridiculous score, Things like this could only ever happen in a game!

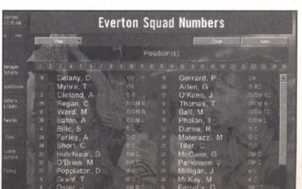
SIGNING STAFF

If you're managing a club below the first division, it's very difficult to sign new staff, so don't sack anyone too soon. It may be worth getting promoted before you decide to employ a good assistant manager and an extra coach or two. Physio's are very reluctant to leave clubs, so don't sack who you've got or you could end up with a very bruised squad. If you're using the filters on the staff search, it's only really useful for looking for an assistant manager, especially if trying to attract premier league coaches to a lower league club, but as most coaches want to get into management, there's a pretty good chance you'll find your man.

Lower league teams may want to look at older players nearing retirement who are looking to get into management, signing them as player/coaches is a good idea, but be careful of when they retire from playing because their contract expires – and you can't sack them! So if you are going to sign player/coaches make sure they're going to do a good job on the coaching side.

Your assistant manager can play a major part in signing new players. If the number two has a good reputation, then possible players could be won over by your assistant and back room staff. If you don't feel up to the task the assistant manager takes over managerial duties of the reserves, so make sure he has a good 'Working With Youngsters' value, and that he's approachable to the rest of the team too. Finally make sure the style of play that all your back room staff prefer is similar to your own, and that if the assistant manager has the same, it's then far easier for the reserves to play the same tactics as the first team.





Where's Kevin Campbell when you need him?

SELECTING A CAPTAIN

An important decision to make, and obviously you'll want to pick a player who has very good influence and a good level of teamwork. Being 25 or older also gets respect from the younger players in the squad.

TRAINING

When looking at the stats screens for the players you'll see lots of yellow and red. Yellow on a number means an increase, and red equals a decrease. If a player is concentrating on one area of their game it's inevitable that other skills will suffer. Try and find a balance that suits both the player and the team, and whatever you do – keep the team fit. Unfit players are prone to letting in late goals and getting injured. Be careful of general training too, as players are learning skills that they don't need.

Each of your coaches should have a different area of expertise.

Training Keepers: How they work with keepers – Einstein!

Training Outfield Players: How they train outfield players, and changing the position of players.

Tactical Knowledge: How good they are with tactics. Make sure you have a coach who employs the same formation that the team uses however, otherwise he'll be instructing the players in his preferred tactic, and you'll be trying to play with yours.

Discipline: Good for teamwork and temper.

Motivation: The most important – the rate of success the coach will have with the players he's coaching.

Training too intensely will result in tired players, which is bad for morale. To design your own training schedule click the edit button and instruct the coach in the ares you want him to focus on. After selecting the coaching style, save, and then go the overview screen and drag the players onto the box with the new tactic.

Goalkeeping: Trains your keepers in agility, balance, handling etc.

Skill: Trains players in technique, pace, passing, crossing etc.

Tactics: Trains players in teamwork. Which results in better off-side and a higher percentage of completed passes.

Shooting: Trains players in shooting.

You may not be getting the results, but it's a good idea to leave the training to the assistant manager or head coach, until you feel confident to take over.

RESERVE SQUAD

You should really use the reserve squad to build a pool of younger players, and groom them into the stars of tomorrow. But the Reserves are also handy for first team players who have lost form, particularly strikers, and for players coming back from injury. Check in on the reserves as often as possible, and promote players who are playing well to the seniors. This boosts team morale and makes the youngsters work harder. If you do promote from the reserves, remember to remove them from their position in the reserves, otherwise they'll end up playing for both. Players over 25 may get annoyed if they are left in the reserves for long periods of time, so be careful, and winning matches in the reserves, while not essential, is helpful for developing the youngsters, and improving the morale of players.

MATCH DAY

With no in-game graphics to highlight what's going right or wrong in your gameplan, you need to pay close attention to the commentary. Studying it makes it obvious where individual battles are being won or lost. There are a few key comments that pop-up often, and these are the main ones to look out for as they reveal far more than they're supposed to.

Defence

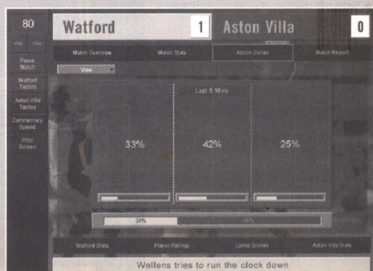
If you keep getting messages about successful tackles, then your defender has more skill than the player he's marking. If the opposition are having lots of shots at your goal, but the commentary says 'they had very little space to work in', then you can take comfort in the fact that your current tactic is working, the attackers are being closed down, even though you're not getting the ball from them. If the forwards keep collecting rebounds, then your defence is playing too far forward, bring them back a bit. If the opposition have a key striker, who's on form, you may want to consider man-marking him, not with one defender however, but double-team him with an extra marker in midfield, that should spoil their game.

Midfield

Keep an eye on messages about passes which lead to shots, or about passing going astray. If you're playing with a mixture of defensive and attacking midfielders and things aren't going to plan, try switching their positions. If the opposition are creating too many chances from the wings put a defensive midfielder there, sacrifice one side of the pitch for safety, and double your attacking efforts on the opposite side.

Forwards

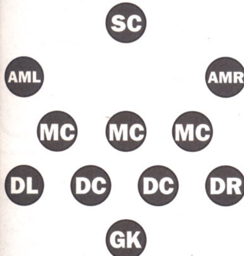
If your forwards are being marked too closely, and you're getting the 'very little space to work in' message, give your attackers more runs. If playing with two up-front have one making the runs to try and draw defenders away. If the commentary mentions the keeper being off his line, and a player trying to lob him, then this is a player who has good vision and anticipation. Try giving him the ball more, or if he's an opponent mark him.



FORMATION TACTICS

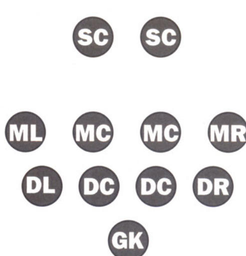
There is no set winning tactic, you'll have to find a formation that suits your team, and also is effective against the opposition. Play with four defenders, but don't use the off-side tactic unless each defender has a high teamwork rating. Off-side usually only works against teams who are using long ball tactics anyway, only useful if you're playing Wimbledon every week.

LONE STRIKER



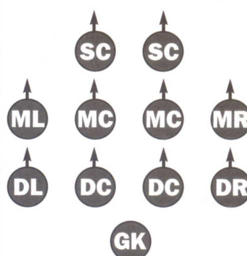
This formation works well if you have players that can cross the ball accurately, and have pace to take the attacking midfielders past the wingbacks.

STEALTH STRIKERS



By subtly adjusting players positions, you can give your players an extra yard on the opponents. Put midfieders on the wings slightly wider, and attackers further forward.

WIMBLEDON



Look at the tactics rival teams are using, especially if they have players of similair ability to you. In the game this is Wimbledon's formation and it gets results.

INDIVIDUAL TACTICS

Free Role
Never give a defender a free role, and rarely give one to a striker. The best players to pick for this specialist treatment are attack midfielders, especially if protected by a strong central midfield. Any selected player for this role should have great stats, look for anticipation, flair, pace, passing, shooting and technique.

Hold Ball
Works best on the counter-attack, although you don't want too many players holding onto the ball, and don't pick a player who loses the ball easily, someone who can tackle well is usually good, so pick a defender or defensive midfielder.

Run With Ball
Best for the wide players, but make sure there's cover if the player gets dispossessed, and make sure they're a good crosser of the ball.

Shoot From A Distance
Only use this instruction with midfielders who are capable of shooting, otherwise you could really upset the strikers. Works well if the player has a free role, and if they've been told to run with the ball.

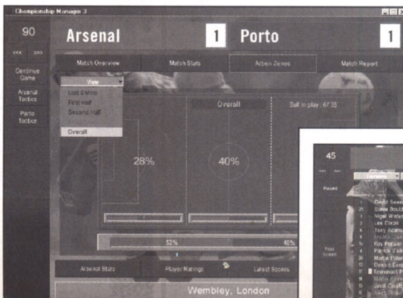
Marking
Zonal marking is the most effective against the majority of teams, but you may want to man-mark the world class players. Make sure your defender has good pace and acceleration if they're up against a fast opponent. Something that isn't in the manual but is very handy: on match day right click a player on the tactics screen, and tell them who to mark and how hard to kick them!

Passing
Use mixed passing if you don't want to be closed down quickly. Choosing from L/R/C passing depends on whether you want to base your game plan around playmakers.

Pressing
Pretty simple this. Pressing results in your opponents being hurried on the ball, and making mistakes. It leaves you open at the back, so only use against weaker teams.

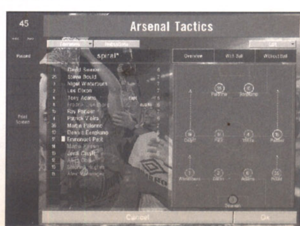
MONEY

Unlike other management games, *Championship Manager* doesn't allow you to generate club revenue by selling sponsorship, programmes and tickets. This is all done by the computer and the board control the funds, giving you whatever they can spare for transfers. The board also set aside a fair portion of the clubs money to pay for wages. If you have players on high salaries far less cash will be available for transfers. If you're a lower league boss, be careful of not getting into trouble with the board over wages, especially as they can decide to sell players without your consent.



You can spend nearly half the season experimenting with formations, before you find one that suits your team. Whatever you do, if you had a winning formation in *CM2* don't try it here!

Using the Action Zone screen during a match is useful if you can't figure out how well your team is doing with only the commentary.



MAKE 'EM LAUGH

It goes without saying, but happy players perform better than those who aren't feeling to good about their football or club. Each of the following can affect a players happiness.

Contract
How happy the player is with their current contract.

Squad Status
How the player is perceived within the club. If you've told a player they're indispensable, don't leave them in the reserves or on the bench for too long.

Appearances
How often they're playing.

Country
If they're happy living in the current location, not just country but also city.

Languages
If they can't speak the same language as the team and the coaches then they could feel left-out.

Time At Club
If the player feels he has achieved everything he can at the club, they may be wanting to move on.

Favourite Staff
Does he like any of his team mates?

Disliked Staff
Does he dislike any of his team mates?

WHICH PLAYERS TO BUY?

Like formations and tactics, different players suit different clubs, and although there are players that come highly recommended, they may fail to perform for you. If you can get access to the internet then you may want to check out www.cm3.com the official *Championship Manager 3* fan site. Where lists of star players are regularly updated, along with tactics and winning formations.

Check out the international 'under 21' squads for good foreign players, clubs are often reluctant to sell any international players, but the younger players usually have clauses in their contracts. If not, guaranteeing appearance fees and a percentage of the sale will persuade them otherwise.

Finally, don't use players out of position, even if real life tells you they play in a different position. All the stats and positions are in the game for a reason, and the players perform better if they play where they're supposed to.

Small Clubs

Lower league teams on a small budget have to be careful about who they buy, but these players are a good start. Like we said before, be careful about signing players for free, especially in the first season, unless they come recommended by a scout.

Dean Keates	Walsall	DM/LC	£100-200k
Jason Easton	Cheltenham	SC	£50k
Michael Duff	Cheltenham	D/MR	£50k
Leon McKenzie	Crystal Palace	FC	£100-300k
Niall Inmann	Peterborough	M/AL	£80-100k
Mark Quayle	Grantham Town	SC	£100k
James Flood	Stockport	SC	£100k

Medium Clubs

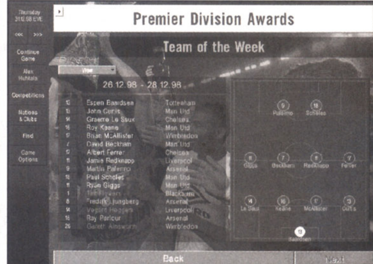
Peter Prospar	Ansar	SC	£500k
Robert Douglas	Dundee	GK	£3.6M
Pablo Aimar	River Plate	AM	£3.3M
Kevin James	Falkirk	DC	£100k

Big Clubs

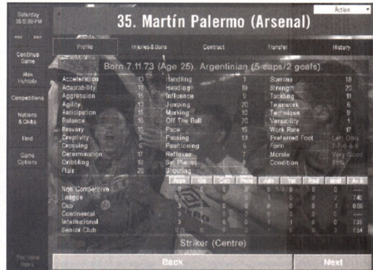
Robbie Keane	Wolves	SC	£3.6M
Francis Jeffers	Everton	SC	£1-2M
Barry Ferguson	Rangers	AMC	£10M
Henrik Larsson	Celtic	AM/FC	£11M
Marek Citko	Widren	AM/F LRC	£20k
José Louis Chilavert	Velez	GK	£15M+

General

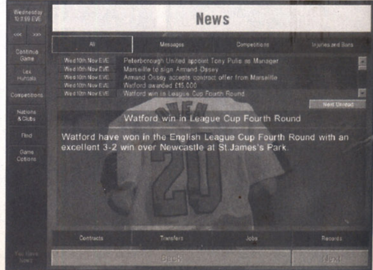
Andy Burgess	Rushden	MRL	£10k
Jason Brough	Cheltenham	D/SC	£50k
Mark Smith	Bristol Rovers	D/RC	£150k
Khairul Da Qadyr	Pahang	FC	£700k
Dean Crowe	Stoke City	SC	£700k
Tommy Smith	Watford	SC	£600k
Luis Diaz Arce	New England	SC	£4.2M
David Collins	Burnley	AMC	£65k
Mike Ford	Brentford	DC	£100k
Herman Hereidarson	Brentford	SW/D LC	£1.5M
Gary Breen	Coventry	DC	£5.7M
Dean Richards	Wolves	DC	Bosman 1st season
Jon Carew	Valerenga	SC	£2M



Check the team of the week for consistent players.



Martin Palermo. He may not speak English, but he lets his sweet left foot do the talking. Teamwork is a bit poor though.



Not only did Watford beat Newcastle in the league cup, but it's described as an excellent win. Keep it up lads!

WHICH PLAYERS TO BUY? cont

THE CVG SUPER SELECTION

Here are a few players worth checking out.

Although we had a bit of cash, and a lot of bad players to try and palm-off on other clubs, we managed to get promotion for Watford, and remarkably a UEFA place in our first season in the Premiership. These are the players we'd like to thank.



Shaka Hislop West Ham GK £3M

Couldn't find a younger keeper, but when you're in the first division Shaka's your man, and he'll come below Leeds' asking price.



Chris Holland Birmingham City MRL £3M

Good player to have on the bench, and always performs well. Sold to Aston Villa nine months later for £6 million.



Wes Brown Man. Utd. DR/C £2M

Took a bit of convincing to join the Hornets, but well worth the money. A player with a long career ahead of him.



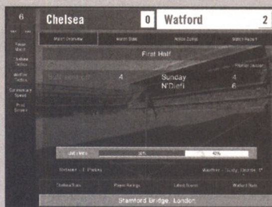
Robert Page Watford DC £2M

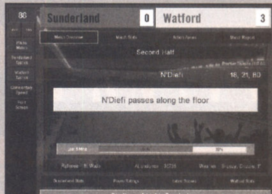
Another player that came with the job, and works well alongside David Hughes. Suppose them both being Welsh must help this.



Martin Palermo Boca SC £8M

Expensive, and his club needs a lot of convincing to sell, but even though he has dodgy hair he'll bang in the goals.





Pius N'Diefi. He'll net you loads of goals, is incredibly cheap, and gets sent off all the time arguing with refs – what a fan favourite!

THE CVG BEST OF THE REST

Richard Wellens | Man. Utd. | DMC | £1.2M

Took a gamble with this youngster but it paid off, incredibly cheap considering we got him from Fergie, and makes a good captain, if a little young.

Paul Robinson | Watford | D/ML | £1.5M

A brilliant player who plays down the left in two positions very well. The big clubs will soon come chasing him, and as he came with the job it's a bonus.

George O'Callaghan | Port Vale | AMC | £3M

A bit of a hot and cold player, and needed to negotiate with Port Vale for his release, plus a hefty sum in appearance fees, but with training he could blossom.

Richie Partridge | Liverpool | AMRL | £2M

The only problem with big clubs with international stars, is that players like Richie are left in the reserves, when they could be making a name for themselves elsewhere. This guy can do everything, and he loves making runs into the box and scoring.

Ibrahim Sunday | Wisla | MC | £2.5M

The 'Nigerian Ginola' loves to make runs at defenders, and can completely dominate the midfield. Very young, and attracts big club interest very quickly. Sold him to Arsenal for £8 million after eight months, could be the biggest mistake of the season!

Marc-Vivien Foe | West Ham | DMC | £875k

Chased this Cameroon star for ages, and then once we got promoted, snatched him from the Hammers using the minimum release fee clause, serves them right for not paying him more.

Pius N'Diefi | Sedan | SC | £30k

Possibly the cheapest ever player to be brought into the Premiership, and yet perform consistently, well he did in our parallel universe anyway. He's got a bit of a temper though, so if he gets a yellow, the second's usually not too far behind.

Anthony Ormerod | Middlesboro' | AMR | £800k

An absolute bargain, could have sold him six months later for ten times the amount, but when a player is as consistent and dominating as this, how could you part?

David Hughes | Aston Villa | DC | £2.2M

Young player with international experience, useful to have on the bench if a defender gets injured. Still young so plenty of time to become better.

Carl Cort | Wimbledon | SC | £3M

Still undecided about Carl, he's a really good header of the ball, and can get behind most defences, but he's young and makes mistakes. Scores goals, but not as many as we'd like.

OFFICIAL CHART ROUND-UP

computer and video games

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	1	METAL GEAR SOLID	KONAMI
2	2	RUGRATS	THQ
3	3	A BUG'S LIFE	SONY
4	NE	UEFA CHAMPIONSHIP MANAGER	EIDOS
5	6	CONSTRUCTOR	ACCLAIM
6	NE	CIVILIZATION 2	ACTIVISION
7	4	FIFA '99	EA
8	9	PREMIER MANAGER '99	GREMLIN
9	8	ROLLCAGE	PSYGNOSIS
10	NE	KKND: KROSSFIRE	INFOGRAMES

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	1	TOMB RAIDER	EIDOS
2	2	GRAND THEFT AUTO	TAKE 2
3	3	MICKEY'S WILD ADVENTURE	SONY
4	4	RESIDENT EVIL	VIRGIN
5	RE	HERCULES	SONY
6	RE	CROC	FOX
7	6	TOCA TOURING CAR	CODEMASTERS
8	8	TEKKEN 2	SONY
9	5	TIME CRISIS	SONY
10	9	ODDWORLD: ABE'S ODDYSEE	GT

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	1	FIFA '99	EA
2	2	SOUTH PARK	ACCLAIM
3	3	ROUGE SQUADRON	THE GAMES
4	4	LEGEND OF ZELDA: OCARINA OF TIME	THE GAMES
5	7	WCW vs NWO: REVENGE	THQ
6	6	VIGILANTE 8	ACTIVISION
7	9	BODY HARVEST	GREMLIN
8	RE	TUROK 2	ACCLAIM
9	10	SUPER MARIO KART 64	THE GAMES
10	8	VIRTUAL POOL	INTERPLAY

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	1	CHAMPIONSHIP MANAGER 3	EIDOS
2	2	X-WING ALLIANCE	ACTIVISION
3	5	CALL TO POWER: CIVILIZATION	ACTIVISION
4	RE	ROLLERCOASTER TYCOON	HASBRO
5	10	SILVER	INFOGRAMES
6	RE	HALF LIFE	CENDANT
7	3	GRAND THEFT AUTO: LONDON	TAKE 2
8	RE	SUPERBIKE WORLD CHAMPIONSHIP	EA
9	4	JIMMY WHITE'S CUEBALL	VIRGIN
10	RE	SIMPSONS: VIRTUAL SPRINGFIELD	FOX

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY COLLECTION	PLAYSTATION
2	FINAL FANTASY VIII	PLAYSTATION
3	SILENT HILL	PLAYSTATION
4	BEAT MANIA GB	GAMEBOY
5	MONSTER FARM 2	PLAYSTATION
6	COLIN MCRAE THE RALLY	PLAYSTATION
7	GI JOCKEY	PLAYSTATION
8	CHOCOBO DUNGEON	WONDERSWAN
9	FINAL FANTASY VI	PLAYSTATION
10	DRAGON QUEST MONSTERS	GAMEBOY

AMERICAN CONSOLE SALES CHART

1	MARIO PARTY	NINTENDO 64
2	WCW VS NWO: REVENGE	PLAYSTATION
3	ZELDA: OCARINA OF TIME	NINTENDO '64
4	POKEMON BLUE	GAMEBOY
5	FROGGER	PLAYSTATION
6	SYPHON FILTER	PLAYSTATION
7	POKEMON RED	GAMEBOY
8	GOLDENEYE	NINTENDO 64
9	CASTLEVANIA 64	NINTENDO 64
10	GRAN TURISMO	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC CD-ROM
2	HOUSE OF THE DEAD 2	DREAMCAST
3	GET BASS	DREAMCAST
4	KINGPIN	PC CD-ROM
5	ISS PRO '99	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but here's what we recommend this month for each system.

SATURN UK TOP 5

1	NiGHTS	SEGA
2	GUARDIAN HEROES	SEGA
3	STEEP SLOPE SLIDERS	SEGA
4	BURNING RANGERS	SEGA
5	VAMPIRE SAVIOUR	VIRGIN

DREAMCAST IMPORT TOP 5

1	HOUSE OF THE DEAD 2	SEGA
2	GET BASS	SEGA
3	PSYCHIC FORCE 2012	TAITO
4	MARVEL VS CAPCOM	CAPCOM
5	SONIC ADVENTURE	SEGA

PLAYSTATION UK TOP 5

1	RIDGE RACER 4	SONY
2	METAL GEAR SOLID	KONAMI
3	UM JAMMER LAMMY	SONY
4	STREET FIGHTER ALPHA 3	VIRGIN
5	RAINBOW 6	TAKE 2

PLAYSTATION IMPORT TOP 5

1	RACING LAGOON	SQUARE
2	UFO - A DAY IN THE LIFE	ASCII
3	DANCE DANCE REVOLUTION	KONAMI
4	UM JAMMER LAMMY	SONY
5	KING OF FIGHTERS '98	SNK

PC TOP 5

1	ALIENS VS PREDATOR	FOX
2	CHAMPIONSHIP MANAGER 3	EIDOS
3	REQUIEM	UBI SOFT
4	WILD METAL COUNTRY	GREMLIN
5	PREMIER MANAGER '99	GREMLIN

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	BODY HARVEST	GREMLIN
3	MONACO GRAND PRIX	UBI SOFT
4	SMASH BROTHERS	THE GAMES
5	MARIO PARTY	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	HYBRID HEAVEN	KONAMI
2	LAST LEGION UX	HUDSON
3	POCKET MONSTER STADIUM	NINTENDO

GAMEBOY COLOR TOP 3

1	LOONEY TUNES	INFOGRAMES
2	HEXCITE	UBI SOFT
3	FROGGER	TAKE 2

ARCADE TOP 5

1	DANCING STAGE	KONAMI
2	HOUSE OF THE DEAD 2	AM1
3	ZOMBIE REVENGE	AM1
4	THRILL DRIVE	KONAMI
5	CRAZY TAXI	AM3

CVG SILLY CHART CVG's TOP 13 THING'S YOU WON'T SEE IN NEW LOOK CVG

1. HUNTER
2. SPEELIN MITAKS
3. BACK PAGES ON PAGE 66
4. YELLOW PAGES
5. NICKLEBOB
6. TONY'S ASS
7. PERCENTAGES
8. GEEKY VIDEO GAME JOKES*
9. SAINT AND KEYSIE
10. LEGEND OF LOMAS
11. CARL WHITE'S RESERVATION ART
12. CVG BADGE
13. THESE HILARIOUS CHARTS

* like the one about Weetabix goggles for playing Saturn games.